

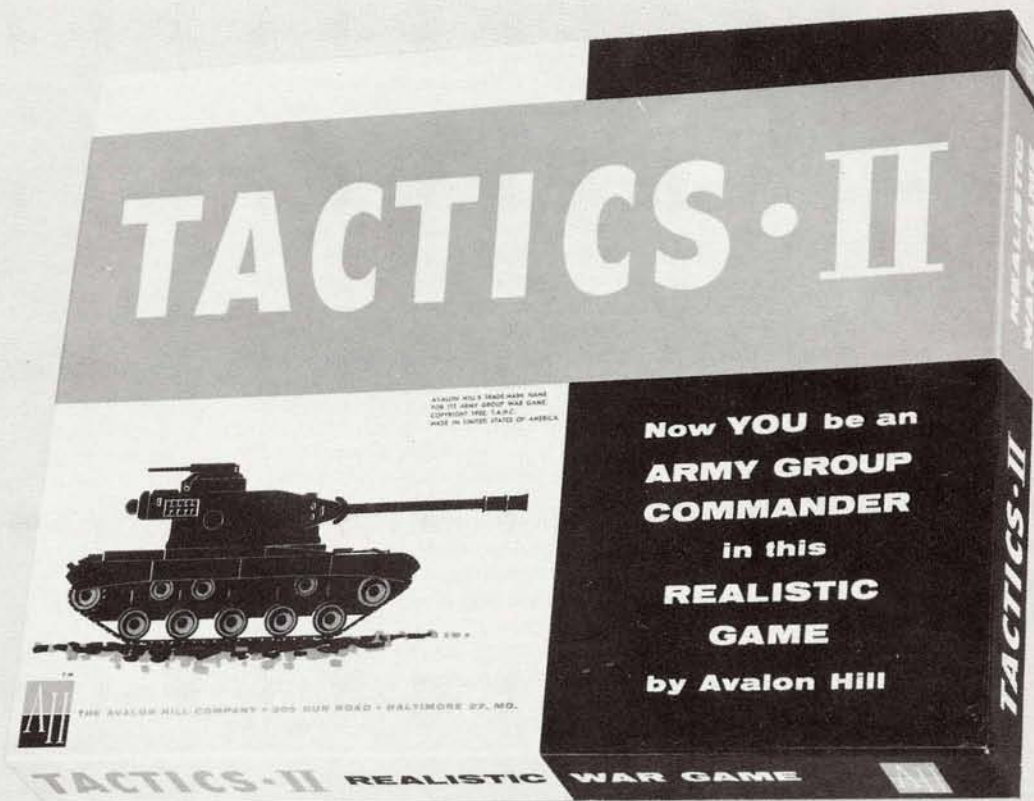
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The AVALON HILL

# GENERAL

Vol. 9, No. 6

Publication Office: 4517 Harford Road, Baltimore, Maryland 21214

MAR-APR '73



\$1.00 PER ISSUE

TACTICS II BACK AGAIN

FULL YEAR \$4.98

☆ ☆ ☆ ☆ ☆ **GENERAL**

The AVALON HILL **GENERAL**  
... a losing venture published bi-monthly pretty close to the middle of January, March, May, July, September, and November. The General is published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It helps sell our merchandise, too.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and embrace the tenets of good English usage. There is no limit to word-length, but articles should not exceed 3,000 words. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credit line written on back. No articles will be returned without a stamped, self-addressed envelope.

Back issues cost \$1.00 each: out-of-stock issues are: Vol. 1, No's 1-4, 6; Vol. 2, No's 1,5,6; Vol. 3, No. 1; Vol. 4, No's 4,5; Vol. 6, No's 5,6; Vol. 8, No. 4; Vol. 9, No. 1.

To facilitate correspondence, we suggest that all envelopes to Avalon Hill be marked in the lower left-hand corner as follows:

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## Avalon Hill Philosophy Part 37

### NEW PLANS TAKING SHAPE-

With the introduction of a new staff (see Vol. 9, No. 4) many changes have been wrought in our publishing policy and several more are forthcoming. You received a taste of this last issue when we gave you a behind-the-scenes rundown on the production of RICHTHOFEN'S WAR. As this sort of thing appears to be quite popular we will be making more of an effort to keep readers privy to our publishing plans in the future.

Carrying through on the above boast we have several bombs to lay on you at this time which we feel confident will more than meet with your approval. For starters, let's begin where the cover story left off. Admittedly, we don't expect too many of our hard corps PANZERBLITZ enthusiasts to do cartwheels over the re-release of TACTICS II. However, we believe it will indirectly have a beneficial effect on everyone. Too many potential wargamers make the error of buying a PANZERBLITZ or 1914 as their first game. Without any initial exposure to the basic mechanics of wargames, too high a percentage of these people are totally lost and left with a bitter taste towards wargames. The idea then, is to save as many of these people as possible by channeling them through a gradual sophistication process by insuring that they break in with the "Introductory Classic" games. The net result is more wargamers; which means more opponents for you, more subscribers for us, and more money to pump back into the industry — assuring you, the consumer, more for his money in the way of goods and services.

There is more involved here than just the publication of a relatively simple game, however.

PANZERBLITZ and LUFTWAFFE as the consumer increases his skill and moves on to the more complex games.

Redesigned by our staff to remove the original flaws and make the game even more of an educational vehicle for beginning players than it was before, TACTICS II will retail for a mere \$5.00. Do not place direct mail orders with us! TACTICS II will be coming to your favorite toy or department store, hobby shop, or stationary outlet soon. In the meantime, consider this an advanced preview of coming attractions.

TACTICS II pits two mythical countries against each other in a battle for their continent. The game utilizes all the standards of modern warfare as players try to annihilate their opponent or capture his cities. Armor, infantry, paratroops, amphibious and mountain units compose the forces of the two belligerents, and are handled in ultra-simplistic fashion with the new streamlined rules. For the more advanced player, other variables in the form of nuclear, supply, prisoner, and weather rules can be added as optionals. Although Red has the higher replacement rate, Blue counters with superior defensive terrain; thus making TACTICS II one of the more evenly balanced wargames.

How do we convince the consumer to start out with a TACTICS II purchase which to him may lack the charisma of a FRANCE, 1940? Of course, we can advise him to buy it on the box cover if he's new to the hobby (we do incidentally), but that's not really enough. So we had to search for another answer.

Part of that answer can be summed up with one word: advertising. Prior to this; the market for such a select item as wargames had been so small and our financial situation such that heavy expenditures for product promotion just weren't made. This no longer holds true — due in part to the gradual growth of our popularity and, just as importantly, due to internal changes in the make-up of Avalon Hill itself. Up until recently, Avalon Hill subcontracted some of the game production process to outside sources. Now, however, the entire nuts to bolts operation is conducted under one collective roof. The resulting economies of scale are producing the necessary cash flow to pump into advertising and services for the hard core itself. Don't be surprised then when you see us mentioned frequently this year in national magazines. We're not saying we'll be a household word but you'll definitely see an improvement in the impression wargames will make on the adult game market. Advertising is the key — and special offers for our introductory TACTICS II game will play a big role in our promotions.

Although advertising is the key, our real ace in the hole is the pricing structure. Those of you who have been around for awhile will recall that TACTICS II was a \$7.00 game when we discontinued it three years ago. How, then, can we now offer it for only \$5.00 in this day of spiraling costs? If one resorts to reason for the answer we can't. There is no conceivable way we can make a fortune on the physical sales of TACTICS II. However, the whole point in releasing TACTICS is to get it into the hands of the novice, and thus broaden our base. The only surefire method of seeing that the newcomer doesn't cut his teeth on the like of a 1914 is to *undersell ourselves*. This we are willing to do with one title in order to increase the percentage of "newbies" who make it through their first game and become "hooked" on the hobby. Besides the usual game fare, an initiation sheet and similar materials to convince the newcomer that he has become part of a hobby and not just a game owner will be included in every TACTICS II set. The result, we hope, will be a considerably enlarged wargaming fraternity.

But news of a more immediate concern to you readers involves the GENERAL. Several issues ago we made a big point of how we were going to improve the GENERAL and mold it to your specifications. You wanted a more open editorial policy and increased graphics. We believe we've been answering that request in recent issues and plan to comply even more in the months ahead.

## COVER STORY

It has been said that history repeats itself, and that world events are destined to revolve in a never ending cycle of time. Although that theory has never been proven, backers of the doctrine may take solace in our recent publishing efforts. First BASEBALL and FOOTBALL STRATEGY were resurrected from the cancelled list, re-designed, and repackaged in the handsome book-case format. And now TACTICS II returns in the same flat-box packaging. What manner of master marketing stratagem is this, you might well ask?

TACTICS II was the game that started it all. The whole wargaming craze can be traced back to the introduction of this game and its predecessor TACTICS in 1959. The art has taken great strides since then, but unfortunately, the market hasn't. The new simulation game player still has to be brought along slowly in the intricacies of the hobby. And TACTICS II remains one of the best vehicles going for providing that educational process. Thus, by keeping TACTICS II on the shelves to initiate new members to the wargaming fraternity, we insure the continued sales of

More important, however, is our decision to yield to your demand for a larger magazine. Not content with just losing money at 16 pages, we've decided to blow the whole wad with a 24 page extravaganza. Everything will be increased but the price, which will remain the same paltry \$5.00 we've charged since the first issue in 1964. We doubt whether you'll be able to find many other magazines of any type which have doubled their size while maintaining the same price for 10 years.

"So it's bigger — will it be better?," you ask. We think so. We've been preparing for this expansion for over a year, and have been busily contacting the "name" players in the hobby. Many have agreed to long range participation in the research and writing of features for the GENERAL. Well researched presentations of the winning strategy and tactics of Avalon Hill game playing and accompanying historical data are being sought after and received. We already have several outstanding pieces on hand and more on the way. In addition, our staff will play a bigger role than ever before in writing for the GENERAL. We feel that if we play games for a living we should be qualified to pass on some literary gems to you ever so often. The commentaries on games played between experts mentioned previously in our publishing horoscope will be making their debut shortly, also. We call this feature our "Series Replay" as it involves actually presenting a game to you for study, move by move until a decision point is reached. These will be fully illustrated with the aid of our new photographic equipment. We are especially high on this project as we feel it will do much to restore the emphasis on quality of play — rather than quantity, which seems to be the trend these days. We have 3 of these "replays" ready now with more on the way.

Also putting in its first appearance as a regular feature will be a design column devoted entirely to philosophizing on game design, the inherent problems therein, and the relative merits of one game system over another. We're not sure yet whether it will be worthwhile but we're willing to shoot the breeze a few times in order to find out. The design column will not be housewritten but will rotate from one authority to the next on a revolving basis. We are not so self-centered as to believe we know all there is about design and are inclined to cast a willing ear in any direction.

Lastly, we will be going to a two-color process which will go a long ways toward improving the graphics.

We will still depend in large part on article contributions by the readership for a well-rounded magazine. Although your article may well be rejected, those accepted will be reimbursed with free games of their choice.

It should appear obvious to all but the most obtuse observer that this type of endeavor necessitates a considerable amount of funding. We can continue this type of ambitious program only if our circulation increases twofold in the coming year. Should we meet with success, further improvements may be in the offing. For this reason, in an attempt to increase circulation quickly we will once again offer the 2 for 1 subscription arrangement described elsewhere in this issue. Get behind us and support the magazine and we'll give you a far better product in return.

All of this is to take place in our tenth anniversary issue which is due . . . next month.

# Tiger by the Tail Tactics

by Marc Sheinberg

*Origins* has been out for some time now but I have yet to see a major discussion of tactics or strategy. In an effort to remedy this situation I offer the following:

The Tiger strategy simply says that if you have a tiger by the tail it is dangerous to hang on and dangerous to let go. You, as the British player can simulate this by throwing five factors into Germany and three into Poland on the first move. Contingent with this is the placement of two USA and one French factor in Czechoslovakia and three French factors into the Rhineland. In the case of the USA this won't be difficult since it requires British or French support to adequately defend an area. France may prove difficult, but a combination of your refusal to cooperate otherwise and a threat to Alsace will usually bring him around to a proper placement.

The German player will be left with two options:

A. The German can attack you at two-to-one odds on turn one. In this case he won't be able to seize any areas, that turn. Worse still for the German is the fact that he will probably get an exchange or worse ( $p = 5/6$ ) and thus be left with a maximum of twenty three ( $7 + 16$ ) factors for turn two. You can easily counter this by sending all ten British factors to Germany forcing him to use twenty factors to obtain two-to-one odds and thus having only three factors for other areas.

Thus by the end of turn two the German, although smashing fifteen of your units, will have accomplished nothing. Mounting Russian, USA and French strength augurs poorly for his future expansion. You, as the British, although losing factors have hopefully won the game, gaining understandings with the countries that you have saved. The one small hitch is the fact that if you have inept French and American allies you may be forced to throw increasing numbers of units into Germany. If Germany does break loose, he and Russia will quickly devour the smaller countries, hence the name of the strategy.

B. The German can ignore your units and seize Austria and either the Baltic area or, with Russian help, Poland. This option is appealing to a German player because it gives him points immediately. After the initial turn the German is stopped cold. You need now throw only four factors into Germany to preclude his getting two-to-one odds ( $16/(5+4) = 1:1$ ). Your extra units can be used to harass the Russians or to protect against a lucky German one-to-one attack. It is also pleasant to note that a British buildup in Germany will force the German to send his units out of his own country, at least for a few turns, and against the French and Russians. The German will gain a few quick points but as the game goes on he will be stymied and you can pick up understandings at leisure.

One need not worry about an American victory since either Austria, Poland or the Baltic will fall. Besides, the German will be able to get understandings everywhere. France poses no problem since someone will mess him up in Alsace-Lorraine and with few political factors even at the end of the game his understandings are highly vulnerable.

The Russians thus emerge as the strongest contenders. An independent Poland or Baltic area will probably cause them to fall short. In any case, the German player, humiliated once on his own territory, will hardly let another player establish a six-point understanding over him.

In summary I feel that my strategy generally works, although it can give rise to some harrowing moments. Most important is the satisfaction that you gain when you tell a would-be world conqueror that he can't seize anything.

Of course a minor theoretical drawback is that it is possible to so infuriate the German tiger that he will at last turn on you and try to smash your understandings by one-to-one attacks. Such a strategy by the German has some chance of causing you to come in second, but it would guarantee a last-place German finish. Most war-gamers, as we all know, are too mature to let strategy be dictated by childish emotions.

## RE-SUBSCRIPTION BONUS

*With this issue begins the 10th year of The General. No! We are not going to increase the rates (at least not right now.) To the contrary, we are going to decrease the yearly subscription price to those current subscribers who bring in new customers.*

*The loyalty of our subscribers, many of whom have been with us since issue one, deserves more than a literary thank you. A rather healthy rise in the subscriber ranks has resulted in a lower per-issue printing cost — which we intend to pass on to you — NOW.*

*Effective immediately we will enter your one-year subscription renewal — FREE — when your order is accompanied by a fully-paid one-year subscription for someone else. In other words, it's a 2 for 1 deal. And, for each additional new subscriber you get, an additional FREE one-year renewal will be entered for you. (Five new subscriptions means five years FREE to you.)*

*The fully-paid order must be for a new subscriber;\* it cannot be a renewal of some other person's subscription.*

*This offer will be valid clear through April, 1974; all renewal notices will remind you. But you do not have to wait until your renewal time; you may take advantage of this offer earlier, and as many times as you get new customers.*

*All you have to do is to send your name, along with the name of a new subscriber and \$5.00 to cover the cost of his subscription. Your subscription will automatically be extended one year from the date of its normal expiration. Our goal in '73 — 73,000 subscribers.*

\* A new subscriber — one who has not taken *The General* since January 1972

# JUTLAND CAMPAIGN

by Dean E. Miller

*Were one to try to trace down the reason for the early demise of JUTLAND in the Avalon Hill line, it is likely that the answer most commonly received would be the game's complexity. "Just too tough for the mass market" is the refrain we've heard over and over again. Yet, because of our faith in the above average ability of the GENERAL's readership and our belief that JUTLAND remains popular among our hard corps following, we've taken Dean Miller up on his offer of one-upmanship and are presenting his souped-up version of JUTLAND as our feature article for March. If you thought JUTLAND was too much before, look out because Dean Miller has gone the critics one better.*

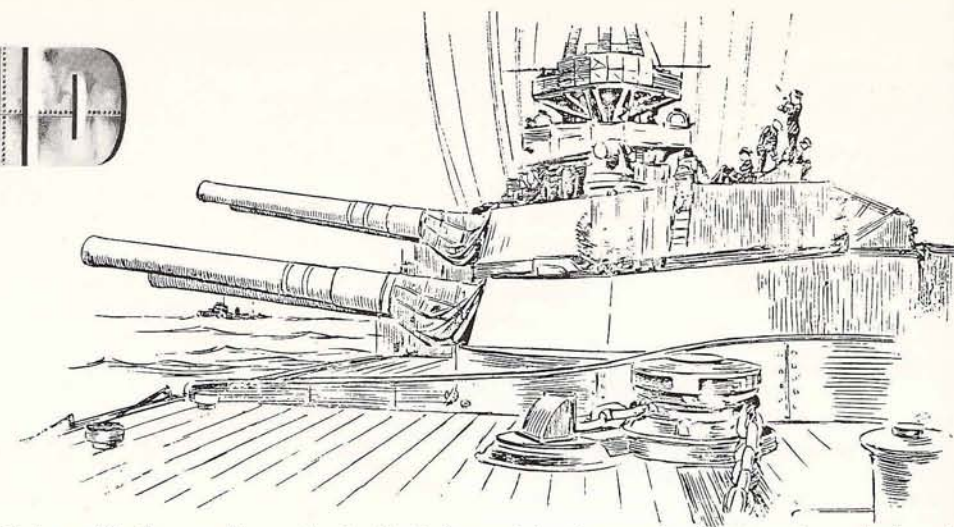
## NORTH SEA - 1916

All war games which the designers hope to sell to more than a small proportion of the public are bound to displease the purist. Playability requires the sacrifice of realism. Avalon Hill's games, with their options, achieve the optimum balance between playability and the demands of the buffs - but they usually still require additional modification in order to approach satisfaction for the latter group. Jutland is no exception. What follows is my creation of a modified game which more nearly places the players in the shoes of Jellicoe and Scheer in the year 1916.

The prime modification is in the search procedure, which was central to the struggle in the North Sea in 1916. Scheer's staff worked long hours on their plans for sorties which would bring out the British in a manner permitting an action on a basis favorable to the Germans. Carrying out those plans under the prevailing conditions - the continually changing visibility and the delayed and sometimes misleading reports of enemy positions was really the greater of Scheer's problems - the battle was almost an anticlimax. Jellicoe's position was similar. The AH game lacks this element except in a very rudimentary fashion, in the sweeps. My variation mitigates as much as possible the probability that Blue will be able to deduce the location of Black's ships from the squares which the latter calls out, by imposing strict limitations on permissible changes on a course which has been previously plotted by Blue, and thus overcomes the principle obstacle to realism in a search situation.

The second major modification of the AH game is the Calendar Year rule. This provides a situation which is much more realistic, in that successive sorties reflect the passage of time, the ships being added, those being refitted or repaired, the differences in the hours of daylight, etc.

The third major modification, which is allied to the second, is of the How To Win conditions. No set of rules which permits the British to sit in



harbor while German ships cruise the North Sea and bombard the English coast unmolested reflects the state of affairs in 1916! A British Admiral who followed this strategy would soon be retired, as would a government which tolerated such a course. Accordingly, a third means of winning is provided Black so that Blue will feel as motivated to intercept Black as Jellicoe was.

The use of submarines is also revised in my variation, more accurately to reflect their actual employment in 1916. For example, while it is true that British submarines did not take part in the actual battle (neither did the German subs), there were a number of them in operation in conjunction with the British efforts to intercept the High Seas Fleet.

Also on this line, the Submarine Action Table is unrealistic. They did not attack in packs, as the table would encourage, but operated individually. In addition, they had varied possibilities of success against the different possible combinations of ships which they might meet. The table has thus been redrawn to reflect these facts and the chances of success which actual experience in 1916 would support.

Other changes are designed to cure deficiencies in the AH rules - notably the Gunnery and Torpedo Action Tables and Reduced Visibility Rule. The system of halving hits in long range and British night situations does not lead to realistic or equitable results. Neither do the Flotation Hit and Critical Hit Tables. Reduced Visibility in the AH game is needlessly simple.

Finally, some changes simply are designed to conform to the foregoing. Here are the Rules, listed in order as in the Battle Manual, with my modifications where appropriate. Rules not cited may be presumed to be the same as in the actual AH version.

## HOW TO WIN

Add to GERMANS win:

3. if the Germans are able to make 6 sorties into the shaded squares off the British or Norwegian coasts with units of their capital ships without being brought to action which results in one of the British victory conditions.

## SEARCH PROCEDURE

Black is in the position of Admiral Scheer when he assumed command of the High Seas Fleet, in January of 1916. He must attempt to

bring the opposing fleet to action under favorable conditions, or if not possible, carry out a series of raids on the English coast and sorties against shipping along the Norwegian coast which will greatly embarrass the British, and may lead to a fall of the government and removal of the commander of their fleet. Thus, Black wins also if he can carry out 6 such raids or sorties without being brought to decisive action.

Blue is in the position of Admiral Jellicoe. He is by nature cautious, being well aware that he can "lose the war in an afternoon." But he is under increasing pressure from the Admiralty to destroy the High Seas Fleet. This pressure will mount enormously if Black is able to carry out successful sorties into British or Norwegian coastal waters. Thus, he loses if he cannot stop them.

Black must plan his sorties carefully, using his subs and zeppelins to the maximum. Good visibility is most desirable. Scheer was not aware that the British had cracked the German code, and would have their fleet at sea before he sailed, or that their directional wireless interception stations would reveal his location to Jellicoe if he broke wireless silence at sea (which occurs in the game whenever Black decides to make course changes for any of his units), and Black must labor under these handicaps. Thus, if Black is planning a sortie toward Norway or Northern England, he must first advise Blue to proceed to sea east of the Long Forties (corresponding to the advice Jellicoe would receive from the Admiralty). Similarly, if he is planning to move against the English southern coast or the Dogger Bank area, he must inform Blue to proceed south or west of the Long Forties. Both players then plan the courses of their task forces and submarines on their Search Sheets, noting the time in 2 hour increments. Black also plans the routes of his zeppelins, also noting the time in 2 hour increments. Black's surface forces may not leave port before 1:00 a.m. of the day chosen, although movements of zeppelins and subs may be made at earlier hours if necessary for them to be at their assigned posts at daylight, or other desired time. Blue's forces may leave their ports at noon of the day preceding Black's departure, or later. Both should plot their initial courses to objective and back to their bases. NOTE: It may be easier to plot the subs and zeppelins on separate charts, for better readability.

Black must adhere to his plotted courses until the occurrence of one of the following:

1. A contact between his subs and Blue's surface units. If his sub was not sunk, he may then change his plotted courses at the beginning of the third hour following the contact;

2. A contact between his surface units or zeppelins and Blue's surface units, in which case he may change his plotted courses at the beginning of the hour following the contact.

Blue must adhere to his plotted courses until the occurrence of one of the following:

1. A contact between his subs and Black's surface units. If his sub was not sunk, he may then change his plotted courses at the beginning of the third hour following the contact;

2. Receipt of advice of the location of Black's flagship, in which case he can change his plotted courses at the beginning of the next hour;

3. A contact between his surface units and Black's surface units or subs, in which case he can change his plotted courses at the beginning of the next hour;

4. Black's surface units enter one of the shaded squares adjacent to the English or Norwegian coast, in which case he may change his plotted courses at the beginning of the next hour.

If, pursuant to one of the above occurrences, Black or Blue decide to depart from their plotted courses, they must erase the courses being changed, and draw new ones for the remainder of the time until their return to port. Whenever Black so elects to change courses, he must at the beginning of the second hour following the change give the location of his flagship at the time the election was made. *Course changes may only be made to reflect the occurrence which permitted the change, and not other moves of the opponent of which the player has become aware.* Players cannot depart from new courses so chosen until the recurrence of one of the enumerated conditions above.

After both players have plotted their initial courses, Black calculates the first hour that a contact is possible, assuming the Blue forces were to depart at noon of the day prior to Black's departure and proceed at fastest speed to Black's nearest units (usually this would be a submarine). At the beginning of the first such hour that a contact is theoretically possible, and of every hour thereafter, Black rolls the die to determine visibility, (unless it is one of the first 4 daylight hours). He then asks: "Do you have ships in squares \_\_\_?" (Calling out: (1) all the squares outside the German mine fields in which he has ships, either subs or surface units; (2) if visibility is 30,000 yards or better, all squares in which he has zeppelins during daylight hours; and (3) if visibility is 40,000 yards or better, all squares adjacent to those in which he has surface ships, or zeppelins, during daylight hours.) He does not disclose at this point the nature of the units he has in or adjacent to the squares called out, unless he has surface units in one of the shaded squares adjacent to the English or Norwegian coasts, in which case he must inform Blue of the types of ships and their direction of movement.

Blue's answer must be one or more of the following: (1) No; (2) I have subs in squares \_\_\_; (3) I have surface units in squares \_\_\_, moving \_\_\_. He does not disclose at this time the nature of the surface units which he has in the squares involved. If this exchange reveals that: (1) a contact has been made between subs of one player and surface units of the other; or (2) a contact has been made between Black's zeppelins and Blue's surface units (either in the same or in

adjacent squares when weather permits); or (3) a contact has been made between surface units in the same square, or in adjacent squares when weather permits, the appropriate procedure is then followed. Thus, if subs are in the same square as surface units, players resort to the Submarine Action Procedure. (No provision has been made for contact between subs; if subs of opposing players occupy the same square, it is assumed that they were unable to sight each other.) If the surface units of both players have entered the same square, they resort to Battle Procedure. In the other instances, the entitled players decide whether they wish to make course changes. Then the hour is marked off, and Search Procedure begun for the next hour.

**DAMAGE TO CAPITAL SHIPS**

Add a new second paragraph:

A ship which has had its movement factor reduced or lost may be towed by another capital ship of equal or larger size. If Battle Procedure is in process, the ship providing the tow must remain next to the ship being towed without movement for one movement and fire turn. The two ships may then proceed. Towing can be no faster than half the movement factor of the ship providing the tow.

Note also that the Weapons Systems Damage option should be used. The Gunnery Table has been revised as well, providing a better system for deciding long range action and British night action. See Exhibit A.

**TORPEDO ATTACK**

Table changed to eliminate Flotation Hits option. See Exhibit B.

**EXHIBIT B**

**TORPEDO DAMAGE TABLE**

DIE	TOTAL TORPEDO FACTORS FIRING										DIE
	1	2	3	4	5	6	7	8	9	10	
1	2	2	2	2	2	2	4	4	4	4	1
2	3	3	5	5	5	5	8	8	8	8	2
3	0	5	5	5	5	8	8	10	10	10	3
4	0	0	0	8	8	8	8	10	10	12	4
5	0	0	0	0	8	8	8	10	12	14	5
6	0	0	0	0	0	0	8	10	12	14	6

**REDUCED VISIBILITY**

During daytime the weather conditions in the North Sea were such that visibility changed in a matter of minutes. Thus, Black must roll the die and consult the table to determine the visibility for the first 4 hours of daylight. For example, a die roll of 4 means that visibility is only 18,000 yards. See Exhibit C. At the beginning of the fifth hour of daylight, Black rolls the die again — a die roll of 2 increases the visibility to the next level on the chart, while a die roll of 4 or 5 decreases it to the next level. A die roll of 1 increases visibility by 2 levels, a roll of 3 keeps it at its present level, and a roll of 6 decreases the visibility by 2 levels. See Exhibit C. Thus, if the visibility for the prior hour was 18,000 yards, and the die roll was 2, the visibility would increase to 24,000 yards; if it was 4 or 5, it would decrease to 12,000 yards; if the die roll was 6, the visibility becomes 6,000 yards, etc.,

If the Battle Procedure is being followed for that hour, then Black must also roll the die at the beginning of the second maneuver and fire turn, and each succeeding one thereafter during that hour. This time, however, the die roll affects the visibility in terms of half the difference to the next level on the chart. Thus, if the initial

**EXHIBIT A**

**GUNNERY DAMAGE TABLE**  
REGULAR RANGE

DIE ROLL	GUNNERY FACTORS											DIE ROLL
	1-3	4-5	6-7	8-9	10-11	12-13	14-16	17-20	21-26	27-32	33 & Over	
1	1	2	2	2	2	3	3	4	4	4	5	1
2	1	1	1	1	2	2	3	3	4	4	4	2
3	0	1	1	1	2	2	3	3	3	4	4	3
4	0	0	1	1	1	2	2	3	3	4	4	4
5	0	0	0	1	1	1	1	1	3	3	3	5
6	0	0	0	0	1	1	1	1	2	2	3	6

**GUNNERY DAMAGE TABLE**  
LONG RANGE AND BRITISH NIGHT GUNNERY

DIE ROLL	GUNNERY FACTORS											DIE ROLL
	1-3	4-5	6-7	8-9	10-11	12-13	14-16	17-20	21-26	27-32	33 & Over	
1	1	1	1	1	1	2	2	2	2	3	3	1
2	—	—	—	1	1	1	2	2	2	2	2	2
3	—	—	—	—	1	1	1	2	2	2	2	3
4	—	—	—	—	—	1	1	1	2	2	2	4
5	—	—	—	—	—	—	—	1	1	2	2	5
6	—	—	—	—	—	—	—	—	—	1	1	6

visibility for the hour was 18,000 yards and the die roll was 2, the visibility would increase to 21,000 yards; if the die roll was 4 or 5, it would decrease to 15,000 yards; if the die roll was 1, visibility would increase to 24,000 yards, etc.

Maximum firing range cannot be greater than the current visibility range. Increase or decrease in firing ranges does not change the ranges where hits are doubled, tripled or determined by reference to the Long Range Table. Where visibility is over 30,000 yards, all zeppelins and surface units have a sighting capability as to adjacent squares.

EXHIBIT C

VISIBILITY TABLE

If daylight and die roll is:	Maximum visibility becomes:
1	Over 40,000 yards, or Up 2 levels (search procedure), or Up 1 level (battle procedure)
2	30,000 yards, or Up 1 level (search procedure), or Up ½ level (battle procedure)
3	24,000 yards, or Stays same (search & battle procedure)
4	18,000 yards, or Down 1 level (search procedure), or Down ½ level (battle procedure)
5	12,000 yards, or Down 1 level (search procedure), or Down ½ level (battle procedure)
6	6,000 yards, or Down 2 levels (search procedure), or Down 1 level (battle procedure)

BRITISH SWEEP

Modified per rewritten Search Procedure.

SUBMARINES

Neither side employed submarines with their fleet; however, both attempted to use their subs for ambushing capital ships. In addition, the Germans used theirs for reconnaissance. The German strategy was to post their subs in areas where it could be expected that the Grand Fleet would sail in responding to movements of the High Seas Fleet. The British strategy was to dispatch their subs, upon learning that the German fleet was going to sea, to positions outside the German minefields in an attempt to intercept the Germans on their return trip.

Black may start 14 subs on any search squares he chooses, including the shaded squares along the British and Norwegian coasts. Blue need not be informed of their location if placed in the shaded squares, however. Blue may start 6 subs, 3 from any of the squares except the German minefields, and 3 from square CC2. Subs must be employed singly. Since they moved quite slowly they may only move 2 squares every 3 hours. Their movements are recorded exactly the same as surface ships. When contact is made between a sub and surface units of the opponent's fleet, play proceeds to Submarine Torpedo Procedure:

STEP 1: The player having surface units in the square must disclose which of the 4 possible combinations of surface ships indicated on the Submarine Action Table (See Exhibit D) he has in the square.

STEP 2: His opponent then indicates which of the types present he elects to attack.

STEP 3: The player having the sub in the square then rolls the die and consults the Submarine Action Table to determine the result.

STEP 4: If one or more hits are scored, the players place the counters of the ships being attacked into a hat, and the attacking player draws one. This is the ship receiving the hits.

STEP 5: The players then make appropriate notations of the delayed notice on their time records (unless the sub was sunk), and Search Procedure is resumed.

Each German sub may attack 6 times before returning to port; each British sub, 4. Both may be used for reconnaissance, even if their torpedoes are exhausted.

German subs available: U-24, U-32, U-43, U-44, U-46, U-47, U-51, U-52, U-63, U-66, U-67, U-70, UB-21, UB-22. British subs available: D-1, D-6, E-26, E-31, E-53, E-55.

NOTE: If contact occurs at night, the player having the sub must roll the die: if a 1 or 2 is rolled, play proceeds as outlined above, if a 3, 4, 5, or 6 is rolled, darkness precludes any sighting or action by either side.

EXHIBIT D

SUBMARINE ACTION TABLE

Die	DD's DD's & CL's	CL's, CL's & B, CA, BB, BC	DD's & B, CA, BB, BC	B, CA, BB, BC
1	No hits, Sub sunk	No hits, Sub sunk	No hits, Sub sunk	No hits
2	No hits	No hits	No hits	No hits
3	No hits	No hits	No hits	No hits
4	1 hit, Sub sunk	1 hit	No hits	2 hits
5	1 hit	2 hits	2 hits	4 hits
6	2 hits	4 hits	Roll die, Number = hits	8 hits

FLOTATION HITS & CRITICAL HIT DAMAGE

Not used - see revised Gunnery Tables.

WIND DIRECTION

No change, except resort to long range portion of Gunnery Table, rather than cutting hits in half.

FAST SEARCH SPEED

Add new sentence at end of paragraph: Similarly, all ships with a movement factor of 10 may move 2 squares in every hour divisible by 3, i.e. 3, 6, 9, and 12.

REDISTRIBUTION OF FORCES

Except as noted below, Blue must follow the actual British fleet dispositions as they existed during 1916:

February 1: Same as at Jutland, except: 5th Battle Squadron at Scapa Flow; 3rd Battle Squadron at Rosyth (Dreadnought flagship of 4th Battle Squadron - Dominion flagship of 3rd); 3rd Battle Cruiser Squadron at Rosyth; 3rd Cruiser Squadron at Rosyth.

After April 25: 3rd Battle Squadron at Dover (Dreadnought flagship); 3rd Cruiser Squadron at Dover.

After May 15: 5th Battle Squadron at Rosyth; 3rd Battle Cruiser Squadron at Scapa Flow.

Should an action take place prior to these dates which, while not decisive of the game, does involve heavy losses to the forces of one of the bases, redistributions may be made immediately. In addition, ships can be reassigned from one squadron to another to replace such losses. However, no more than 8 BB's or BC's may be based at Cromarty, no more than 12 at Rosyth, and no more than 1 BB at Dover.

CALENDAR YEAR OPTION

Admiral Scheer assumed command of the High Seas Fleet in January of 1916. Immediately thereafter, he began to engage in sorties designed to bring a portion of the Grand Fleet into action. Contact between the fleets prior to Jutland was missed only through chance on several occasions. The battle could have been fought under different weather conditions, with different units of the fleets, and at a time of the year when the hours of daylight were much shorter.

Under this option, therefore, play begins on February 1, 1916. Prior to his first move, Black rolls the die and consults the visibility table. This will determine the visibility for the first 4 hours of daylight. After that, visibility is determined by die roll at the beginning of each daylight hour. Black then decides whether to sail or not under the conditions revealed by his first die roll. If he decides not to sail on that date, the calendar is advanced to February 2, and Black rolls again. He can continue to exercise his option not to sail until he has done so 10 consecutive times. On the 11th day he must sail, regardless of the visibility.

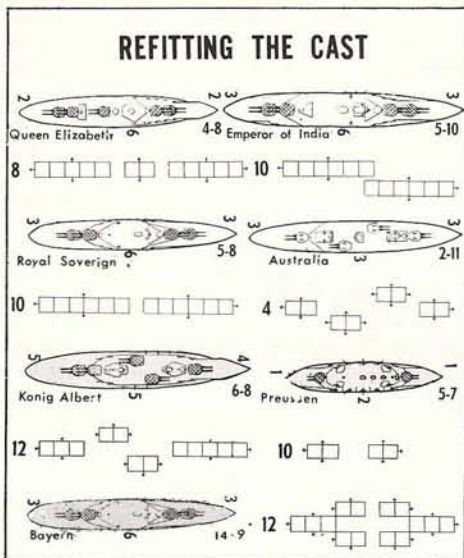
The hours of daylight are as follows:

- February - 7:00 a.m. to 5:00 p.m.
- March - 6:00 a.m. to 6:00 p.m.
- April - 5:00 a.m. to 7:00 p.m.
- May - 4:00 a.m. to 8:00 p.m.
- June - 3:00 a.m. to 9:00 p.m.
- July - 4:00 a.m. to 8:00 p.m.
- August - 5:00 a.m. to 7:00 p.m.
- September - 6:00 a.m. to 6:00 p.m.
- October - 7:00 a.m. to 5:00 p.m.
- November - 8:00 a.m. to 4:00 p.m.
- December - 9:00 a.m. to 3:00 p.m.

If a sortie fails to result in a decisive action, Black cannot sail again for 10 days after return to port. Ships which have been damaged cannot sail again on subsequent sorties until damage has been repaired. This requires 2 days for each gunnery hit and 3 days for each torpedo hit. Thus if Kaiser has received 4 gunnery hits and 2 torpedo hits it cannot sail again for 14 days. Black may delay further than 10 days, therefore, if he wishes to wait until certain ships are repaired before sailing on subsequent sorties. Once he has elected to make his first die roll, however, he must sail by the 11th day. The process is repeated until the game is decided.

Because he was able to pick his time, Scheer was able to sail with his fleet practically intact, only one BB and one B being absent for repairs, at Jutland. However, Jellicoe faced the constant necessity of having a number of ships away refitting when he sailed, inasmuch as he had to be constantly ready to sail to meet Scheer. To reflect this, the ships which were temporarily away from the fleets should be added to the Hit Record Sheet, and markers made up for them.

This should also be done for the ships which were added to the fleets later in the year. For the British, this would be the Queen Elizabeth, the Emperor of India, the Royal Sovereign, the Australia, and the Bayern. For the Germans, this would be the Konig Albert, the Preussen, and the Bayern. At the beginning of each month, 2 BB's and 1 BC and B should be withdrawn from the British fleet, and 1 BB or BC and 1 B from the German fleet. If because of battle damage, Blue has less than 25 available BB's and BC's, he need only withdraw 2 BB's or BC's; if Blue has less than 20, he need only withdraw 1 BB or BC. Regardless of losses, 1 B must always be withdrawn by Blue. These ships should be chosen on a rotating basis, so that the same ships will not be withdrawn for refit twice in the year.

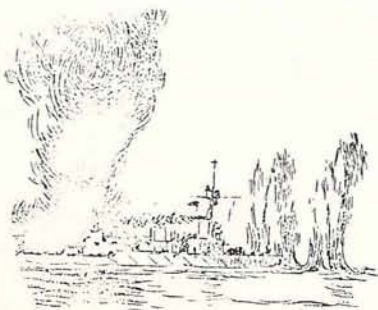


Certain of the ships at Jutland had only just joined their fleets, or returned from repairs. New ships were added after June 1. The following ships should not be used as indicated: Malaya, until February 18; Valiant, until March 2; Hercules, until March 19; Revenge, until March 20; Lutzow, until March 31; Royal Oak, until May 1; Royal Sovereign, until June 2; Bayern, until June 5.

Provision should also be made for replacing light ships and submarines lost in combat. Each month both Black and Blue may replace 1 CL, 2 DD's and 1 sub which have been lost. These replacements may be accumulated.

Black may also replace any zeppelins which may have been lost because of overstaying flight time, at the rate of 1 every 3 months.

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## Assault: A Strategic Decision

There have been a number of interesting plans lately in the *General* for a German blitz against the French-Anglo-Allied armies in 1914. Plans vary slightly, but each of the three basic types are supposed to guarantee quick and certain doom to anyone foolish enough to fight on the side of the French.

The purpose of this article is to set down what I believe is the best plan for French survival. France is the key to German victory in 1914 and it is against metropolitan France that the German must concentrate his strength. This is not to say destruction of the Russian, English and Belgian armies are not important objectives. But the key to victory in 1914 is to break the French army. If this is not done, the German will lose the game — even if he has wiped out the Allied armies right down to the last can of Spam.

First, let's look at the three basic plans suggested for the German attack. For convenience, I have described them in reverse order of their chance of success:

**PLAN ONE** has the German march most of his troops off to deal with the Russians. For the remainder of August he miraculously keeps Metz from falling to greatly superior French forces. Then he assembles his returning troops on the Belgian frontier. A few weeks drift by while he continues his build-up, until... Whan! A surprise attack on little Belgium! Because the French and BEF are deeply engaged around Metz (he says), the French border is crossed without opposition. Paris falls. COMMENT: It's safe to say any German general taken in by this plan would soon find himself cleaning latrines on the Russian Front.

**PLAN TWO** calls for the German colossus to invade Holland. The ramshackle Dutch army is disposed of. Antwerp is taken from the rear. Again, as if by magic, the French are drawn toward Fortress Metz. Belgium goes under and the French border is crossed without loss. Paris falls. COMMENT: This strategy gives France 80 victory points for German neutrality violations. Should the German grab every Belgian city and destroy the Belgian-Dutch armies, he gains 102 points — a marginal victory which merely prolongs the war another year or so before Germany collapses. Again, the idea that France would strip her northern frontier is absurd.

**PLAN THREE** concentrates roughly half the German strength against Belgium; the rest is scattered to the south with the main forces at Metz and Strassburg. A German push through Belgium and Luxemburg invites the French to hit Metz in close simulation of the original strategy. Metz proves harder to crack than it looks, and French forces are railed north to help plug the Belgian border. A German push develops in the south. The French, caught in transit and weakened from the Metz battle, begin to fall back, filling holes in the line. When the line stabilizes (if it does), the Germans are in possession of enough real estate to gain a two-to-one victory point advantage. A few well-chosen limited offensives are launched from time to time, to capture a French city or two, and to keep the Allies off-balance until the game drags to a close.

I omitted plans for an Ardennes offensive because this strategy is unworkable unless the German has plenty of time to kill. Equally

unrealistic is an invasion via Switzerland. Discounting the little matter of Swiss resistance, there's not much French real estate handy to justify what should be at least a neutrality violation penalty of 100 points. It will be remembered that in a later war, Adolf Hitler decided against a Swiss invasion, although he had the tanks and planes to conquer the mountain passes. Kaiser Billy had no such tools, and any such invasion in 1914 could only be termed "risky."

I believe **Plan Three** comes closest to offering the German a chance at victory. Spreading out the German forces does tend to sacrifice the chance for a breakthrough, but in more than 30 games of 1914, I've rarely seen a breakthrough succeed — it's too easy to seal one off — although the French may have to give up ground to do it.

Anyone reading this far might assume that the French army in 1914 doesn't stand a chance of success. It doesn't — if it gets aggressive and gallops off after Metz, or tries to liberate Belgium single-handedly. The truth is that the French are no match for Germans in equal combat. For one thing there just aren't enough Frenchmen, and for another they have no siege guns. Only if the Germans send half their forces into Russia for an easy win, or commit a stupid blunder like an Ardennes offensive should the French attack in force. Otherwise, the order of the day should be, "Stand Fast."

French geography makes this simple by providing many easily defended north-south river and hilltop lines. The French cannot hope to be strong everywhere from Switzerland to the sea — especially when Belgium goes under. At best, a few select regions can be protected. The strongest resistance must be made in the north to guard economic points. Most of the French first line troops and the BEF must be concentrated here if the German juggernaut is to be stopped. This means weakening defenses elsewhere. It should not discourage limited-objective French attacks, however. Or the bushwhacking of overextended German units. South France has few economic points and can be defended by second line troops. And there's the chance this weak defense will be tempting enough to draw off some Germans assigned to operations in Belgium.

How soon the French get in position greatly affects the game's outcome. Cover the Belgian plan! The already out-numbered French cannot afford the luxury of shuttling units from one area to another when the invasion occurs. Above all else, defense is the key to success. Preserve the army!

To be sure, a defensive role is not as glamorous to many wargamers as an attack posture. Sometimes, it's not as much fun, either. But a good French defense can hold the German player to a marginal victory — and winning is what the game is all about. Remember, what killed the French originally was their strategy of an advance all along the line — to which there seems to have been no real alternative. An aggressive French strategy will kill you too, if you don't watch out.

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Robert Harmon continues his four part narrative on the battle of Waterloo with the following description of the activities on June 17th. In the last installment we saw the French carry the field at Ligny and Quatre Bras, but in so doing, plant the seeds of their own defeat.

### Part III: 17-June 1815: Cherchez et Destroyez

The French activity on the morning of the 17th June 1815 can only be described as moribund. Thielemann's III Corps of the Prussian army, still adjacent to Marshal Grouchy's vedettes (pickets), got away undetected shortly after day-break. Some of Grouchy's cavalry had reconnoitered to the east at dawn; they captured a vagrant Prussian artillery battery on the road to Namur but found little else. The main body of the French army did not move. Napoleon, with Grouchy in tow, personally left Fleurus at 0900 and toured the Ligny battlefield. They wandered about the field until after 1100, rubbernecking and discussing Parisian politics with some of the generals. Receiving news of the engagement of the 16th at Quatre Bras at 1100, Napoleon finally sent Lobau (minus Teste's division) with his VI Corps in pursuit of Wellington; he indicated that he himself would follow with the Guard, Domont's cavalry division, and anything else he did not detail to Grouchy's force. Grouchy was given Teste, III and IV Corps, and Pajol's and Exelman's cavalry corps and ordered to pursue the fleeing Prussians.

To the west, the field of Quatre Bras had been silent. Ney's out-numbered force had not chosen to advance; Ney knew that the main body of Lord Uxbridge's cavalry had reinforced Wellington during the night. Ney eventually received word from Soult that the French had been victorious at Ligny and that Napoleon intended to move. Ney did not move until he had ascertained that the main army was on its way; this was at midday.

Wellington had realized during the morning that no French troops had appeared in force as yet. He ordered those parts of his army still en route to Quatre Bras to divert to Waterloo, which lay near the junction of the roads from Nivelles and Quatre Bras to Brussels. A courier from the Prussians, Lt. Massow, arrived and informed Wellington of Ligny and of a decision by Blucher to retire to Wavre, about 10 miles east of Waterloo on the Dyle River; this news confirmed reports he had been receiving from his scouts in the east. Wellington sent Massow back with verbal information as to his own intentions. Using the cavalry as a screen, Wellington began to withdraw his army to Waterloo at 1100. His infantry had

# Campaign at WATERLOO

already crossed the Genappe River when Wellington, at Quatre Bras, beheld the sun glittering off the breastplates of a dense mass of Cuirasseurs, coming rapidly up the Namur road.

By 1400, the British had yielded Quatre Bras as great masses of French cavalry raced in. A violent thunderstorm broke out overhead, drenching the protagonists and turning the fields adjacent to the Brussels road into quagmires. Napoleon, pressing forward, was halted at the bridge over the Genappe River by dismounted Allied cavalry. Uxbridge made a brief stand in the town of Genappe, and fought a brief but violent action there. The cavalry retired almost unscathed after superior numbers of French closed in.

It wasn't until 1830 that the main Imperial army reached La Belle Alliance, before the Waterloo junction. Through the gathering darkness could be seen Wellington's army, drawn up for battle. Matters would have to be settled on the following day, provided there was no interference from outside.

After being unhorsed at Ligny, Blucher had been carried to the town of Melioret, near Gembloux and northeast of the battlefield. Here, he was joined by Gneisenau and his staff. The seemingly-indestructible old man rallied quickly and announced his intention to retire to Wavre — over the objections of Gneisenau, who feared that the British would abandon them.

By 0930, the orders had reached III and IV Corps to retreat to Wavre with the rest of the army; Thielemann, whose corps had been the last to quit the field, moved by way of Gembloux, choosing to stay away from the northbound roads littered with the debris of I and II Corps' retreat. IV Corps reached Wavre by 2200; the last of III Corps reached the town by midnight.

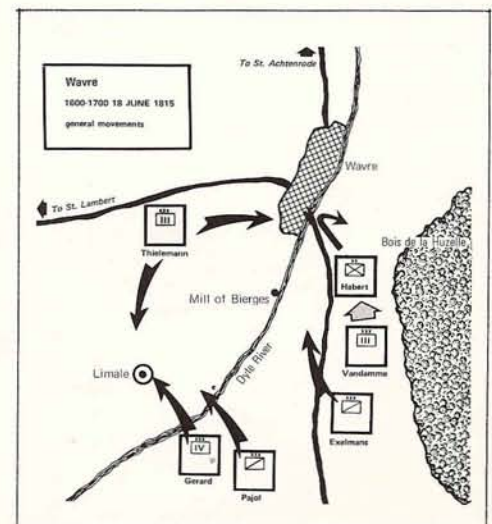
At Wavre, the Prussians found the reserve ammunition train, which had originally been directed to Gembloux. The Prussian forces were now able to replenish their supplies completely; the army was able to recover as best it could from Ligny. Also waiting at Wavre was Lt. Massow, who brought word that Wellington was retiring to Waterloo. Blucher sent word to Wellington on the evening of the 17th that II and IV Corps would move to his aid by way of St. Lambert, with I and III Corps possibly to follow. These tidings reached Wellington early on the 18th.

Early the following day, the IV Corps set out. After a delay because of a fire in Wavre, the IV Corps reached St. Lambert, about halfway to the

Waterloo area, at about noon. Blucher sent I and II Corps toward St. Lambert at about this time. Thielemann was left to cover Wavre, and was just beginning to pull across the Dyle when the French appeared.

The French pursuit had not gone well. After leaving Napoleon at about 1130, Grouchy ordered Vandamme to march northeast, while he himself went to give Gerard his march orders. For Vandamme to move in such a manner required him to march through IV Corps; the resulting snarl, aggravated by the weather, delayed the French for several hours. The French had gotten only as far as Gembloux before encamping for the night. During the night, Grouchy received word that the Prussians had fallen back on Wavre and quite probably would attempt a juncture with Wellington.

The situation was clear to Grouchy; Napoleon, in supplementary orders (late morning, 17 June), informed Grouchy that his duty was to follow the main body of the Prussians and that he was to basically act at his own discretion. Common sense dictates to the post-Waterloo historian that the best course of action was to stop Blucher from joining Wellington. Such a drive to intercept Blucher would have involved moving towards St. Lambert or thereabouts — a 15-20 mile march across muddy fields with the Dyle squarely in the way. As it was, Grouchy had enough problems just getting to Wavre. His only course of action was as follows: Either move against the Prussian rear-guard as quickly as possible, or to march back through Sombreffe and Quatre Bras to join Napoleon (which would have been against





orders). The misplacing of Grouchy's 33,000 men was not the fault of the unimaginative Grouchy but of Napoleon for putting him in that position!

Grouchy did, however, demonstrate that he was thoroughly incompetent to direct an independent command; he ordered Vandamme and Gerard to march before dawn. Neither corps could get under way before 0800 because of mismanagement of rations distribution; when they did march, Grouchy had sent both along the same road and were thoroughly snarled. While on the march, Grouchy became aware of gunfire and smoke off towards the general direction of Waterloo (at 1100). Despite the pleas of Gerard, who begged Grouchy to march to the guns, the Marshal angrily refused with the statement that he was following the Emperor's orders. They continued north and presently, at about 1400 on the 18th June, gunfire was heard in the Bois de la Huzelle, between them and Wavre. The cavalry and Vandamme had encountered Prussian resistance.

When the lead elements of Vandamme's corps appeared in front of Wavre at 1600, Thielemann pulled his forces back from the right bank of the Dyle and the positions along the road to Waterloo, and arrayed them along the left bank of the Dyle — with the exception of the 9th Brigade, which went marching off for St. Lambert on the assumption that the rest of III Corps had already left. Vandamme, without waiting for the deployment of his or Grouchy's forces, threw his lead division (Habert's) against the main bridge into Wavre; the division suffered terrible casualties and was pinned down on the right bank. At this point (1700) Grouchy sent Lefol's division and Exelmans to aid Vandamme; Gerard and Pajol were ordered across the Dyle upstream from the battle and sent toward the Prussian right flank at Limale, but not before Thielemann was able to cover this sector. The Prussian 12th Brigade attempted to take Limale and was repulsed as darkness fell. Along the Dyle, in the meantime, the battle had been waged fiercely. The river line was denuded of troops to meet the French overland threat; four battalions were left to stop Vandamme. And stop him they did — every attempt by III Corps to force the bridge failed under withering fire. The 18th ended with Grouchy's force frustrated by only one Corps — and minus many of their men, including Gerard, who was wounded late in the day.

The fighting on 19 June began with a Prussian cavalry charge upon the French left. Its breakup signaled the beginning of a general French attack by IV Corps and Teste. Two hours of heavy French gains caused the Prussians to retreat at about 1000. Thielemann fell back along the road to Louvain, and, halfway there, set up a defensive line at St. Achtenrode. The French mounted a pursuit, halting only when word reached them of developments at the Battle of Waterloo on the 18th June, 1815.

The French actions of the 17th made that day probably the most crucial of the four days of campaigning before Waterloo. Both Wellington and Blucher were able to escape and effect a juncture. Despite the numbers facing him, Thielemann's victory at Wavre was, perhaps, a logical result. Possibly it was the same at Waterloo.

# IS DEFENSE REALLY NECESSARY?

by Larry Wessels

*Although Mr. Wessel proposes a controversial grand strategy for the French defense in 1940, his greatest contribution to his fellow gamesmen in this article is his commentary on tactics. Of special interest is his technique for delaying an enemy advance without suffering any casualties. FRANCE 1940's unique rules allow Larry to make a proposal which heretofore has been inapplicable to Avalon Hill games. What is this grand strategem? Read on . . . .*

In France 1940, it seems the Allies have a knack for losing. Usually the Allied player positions his large units on the Franco-Belgian border, while placing his smaller units on the Maginot Line. Since the German player can see the Allied setup, he can plan accordingly.

For starters the Germans might not invade Belgium on the first turn. Instead they might bide their time by trying to blow a hole in the Maginot Line. If the Germans concentrate enough power against a weakly to moderately defended Maginot hex, it is very likely they will break through. Once the fortified hex has been demolished, the German player can then pour his troops through by possibly the second turn. The German would then have an easy time wiping out the rest of the small units usually located in this area around the Maginot Line.

At the same time the German player will undoubtedly invade Luxemburg and Holland. They can keep the Allies from advancing into forward positions in Belgium by keeping Belgium neutral for the meantime. The German player achieves two things by invading these two countries (Holland and Luxemburg): (1) getting closer positions to attack from, and (2) mounting pressure on Belgium from Holland, Luxemburg, and Germany. By capturing the Netherlands, the Germans will have an excellent flanking action on Belgium. They can sweep right into the Belgian army's flank and in some cases they can come up right behind them.

After the German turn has been completed, the Allied player has witnessed German flanking actions on almost all sides. What can the Allied player do about this? Nothing much except to move a couple of Dutch units around (if they haven't already met their destruction) and send reinforcements to the Maginot Line, where the Germans might be attacking or breaking through; whatever the case might be.

If the Germans have broken the Maginot Line, then the Allied player's situation is very bad indeed. With the Maginot Line broken, the Allied player is forced to draw off forces to be sent to



this endangered area; thus having fewer units to take into Belgium. Frankly, the Allies just do not have enough units to hold such a long and continuous front once Belgium is invaded (to say nothing of the attrition involved).

Finally comes the German invasion of Belgium in which German troops come sweeping down from Holland, Luxemburg, and Germany. While the Belgian army is being smashed, other German forces are advancing through the Ardennes and/or the Maginot Line. The sheer weight of the German army is enough to wear down the Allied forces. Before the Allied player knows what's going on, German armored units are exploiting holes in his line and envelopment of segments of his army are evident. With the Allies having to form a continuous front from the Maginot Line all the way down to Antwerp or Ghent, the Germans can easily force weak spots and breakthroughs in the line. Before long the Germans will be getting close to, and inevitably capturing Paris; there goes the game.

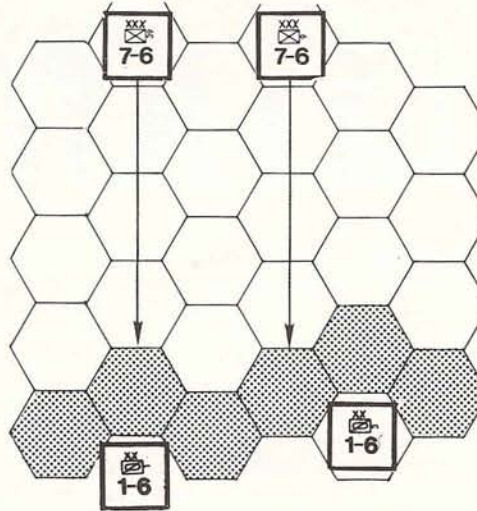
Now, I have devised an Allied defensive plan in which the Allies can defend their homeland without getting their heads blown off. Actually, you might call it a "retreating" plan instead of a defensive one. I have found that the Allies will have a hard time forming any kind of effective defensive line (if the German knows what he's doing) anywhere except one place. If you notice the river which runs through Paris you will see a complete river line without breaks of any kind. Here, the Allies can form a line of defense; concentrate in effective numbers with sufficient reserves. Almost all the defending units will be behind the river and the Germans will have to add two to their die roll. The line also provides protection for those small 1-6's, 2-2's, 2-6's, aircraft units, etc. It is these small units which give the Germans easy Victory Points. Another advantage to this is that the Germans will not really have too much time to assault the line. It takes the Germans more than half the game to reach the Line in sufficient numbers, therefore they will not have time to do any real damage to the Allied forces. To the contrary, it is the Allies which will be able to do the damage to the Germans. When the Germans close on the river line, the Allied player should see many opportunities in which to attack German units. Since the Allied player has a heavy concentration of forces, he will be able to attack and eliminate (hopefully) any over-extended German unit which happens to be close to his line.

My plan follows one rule, which states that the Allies should never defend unless it is absolutely necessary. Keep in mind that the Germans do not receive victory points for capturing territory, but for killing Allied units. Paris is the only geographical feature that is worth something to the Germans, but that is where the whole Allied command will be located. It should be impossible for the Germans to take Paris or push the Allied forces into an untenable position, if the Allied player stacks the right kind of units in the right locations.

The initial placement of Allied units will show that the Allies do start with a line close to Belgium and Germany, albeit a weak one. The positions are as follows:

- (1) Place Dutch units on the Belgium border, about two or three hexes northwest of Ghent. From here the Dutch can be ready to run when Holland is invaded, but of course they have to wait for Belgium to be invaded.
- (2) The Belgians should forget about saving the homeland and think about self-preservation. The Belgian army should be stacked in threes on the Franco-Belgian border, between Maubeuge and Lille. Like the Dutch, the Belgians can leave in a hurry when the Germans come.
- (3) Finally, the French and British should be set accordingly:

a. Two 1-6's placed anywhere near the Franco-Belgian border, within three to eight hexes south of Maubeuge. These two units can slow-up any German units that might be coming along (just by staying out of their reach).



Two light Allied units in a successful delaying formation against German infantry.

b. Place a British 8-8 in Sedan, one 6-6 in Montmedy, and a 1-6 behind Montmedy. These units will also slow up advancing German units and at the same time, provide time for the units in the Maginot Line to escape.

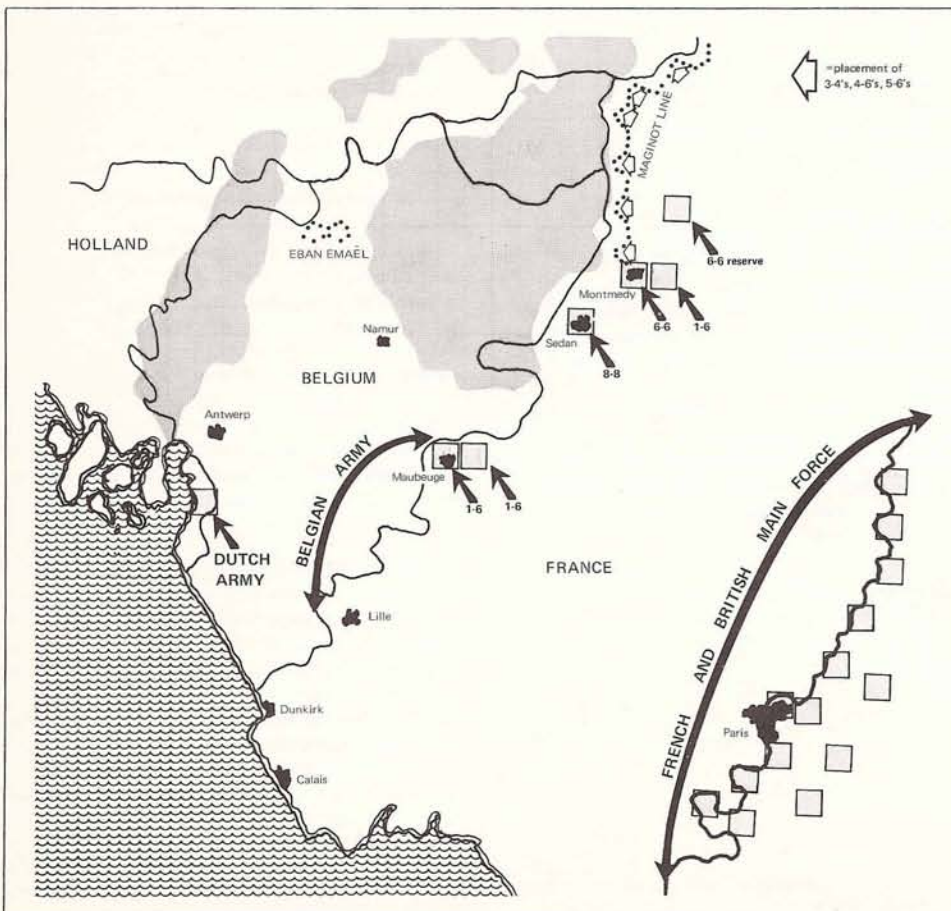
c. Place all 3-4's, 4-6's, and 5-6's (if you are playing an alternative) on the Maginot Line and keep a 6-6 in reserve. Place these units on the Maginot hexes which are exposed to attack from three sides. There are six of these exposed hexes, but only the four most easterly ones are likely to be attacked because it is only here that the Germans can attack with a large concentration of force. Don't worry about paratroop units. I doubt if the Germans will throw large forces against the Maginot Line anyway, since the Allies will have their biggest armored units here, leaving much free territory open to them in Belgium, Holland, and France.

Remember, as soon as Belgium is invaded, the Allied forces defending the Maginot Line should leave immediately for the river line, to avoid being surrounded by Germans. Why should the Allied player defend the Maginot Line and not just hold up behind the river? Because the Germans could blast a hole in the Maginot Line and pour troops through, while not invading Belgium. With all French and British units behind the river, the Germans could advance unhampered and surround the Belgian and Dutch units waiting to flee.

d. Now, place the rest of the Allied forces behind the "Paris River Line." Place all your strong units on the front line, while protecting all your small fry units by putting them in the back somewhere. You should use your small units to cover against paratroop landings. If you need to cover a certain hex, you may stack some small 2-6's together to make a feasible defensive unit. You can place your units as you please behind the river, taking care that nothing is exposed to a point where it might possibly be destroyed. Now that all the steps have been followed, all the Allies have to do now, is wait for the German hordes.

There you have it! I just hope this plan works as good for you as it has for me. If you spot some way that the German player can adjust to this new situation, then of course you can stop his plan by just moving a few units around. So far I haven't had any problem beating the Germans and if you handle your tactics and positioning correctly, you shouldn't either.

Comments: Larry Wessels  
10423 Londonderry  
Houston, Texas 77043



# UNIT HUNGER

by Jerold Thomas

No... Mr. Thomas is not proposing a high calcium diet for your troop counters! However, he coins a few new terms for old principles which are almost as hard to believe. Actually, Jerold has shed some new light on the age-old question of how to penetrate the American center in BULGE. What he says, although not new in principle, should prove controversial in the overall scheme of things.

In talking about tactics in Battle of the Bulge, I will use two descriptive terms. They are Unit Hunger and reinforcement delay.

Unit Hunger refers to situations where, due to lack of units, defending units must defend singly where they can be surrounded.

Reinforcement Delay means what it says, the delay of available units, to prevent their reinforcement of a battle area where the defender suffers from unit hunger.

Assuming all optional rules to be in effect, (some persons feel that 1-way traffic is not realistic, they never saw the Ardennes roads in 1944), many tactical and strategic factors are given, some of the key ones are:

1) The US player is on the tactical, as well as strategic, defensive, he has no units to spare for offensive concentration:

2) The initial US dispositions can be utilized to create severe unit hunger in the crucial central sector, through reinforcement delay:

3) Supply becomes a tactical consideration for the Germans, 10 attacks 1st turn, 6 from then on, and only two per road line:

4) Armor's role in combat is differentiated from that of infantry and arm/inf. I will use these factors to discuss specific objectives for the first turns, and general ones for subsequent turns.

At the start, the US player has six divisions available. All these divisions can be considered as potential reinforcements, since they cannot effectively participate in the main battles where they are, and those that can still must move to plug the wide gap between the 28th and 106th divisions. Usually the 28th Div. must plug this gap.

Of the divisions available, 3 are subject to easy reinforcements delay, the 4th, 2nd, and 99th; and the equivalent of one more is subject to elimination and/or surrounding, through obvious tactics. The key to initial success is to delay some of the other units, especially those of the 28th Div., which are centrally located. If this is successful, a crisis can be precipitated along the St. Vith-Houffalize and St. Vith-Vielsam road axis.

At the end of this article is an initial move for the German, which is not advanced as perfect, but does serve to illustrate the ideas I am discussing, and I refer to it in the following paragraphs.

Battle No. 1. Only one reg't of this division is attacked. I use 1-1, but a 2-1 can be easily obtained if the German is willing to use an 8-4 or larger unit. Only one reg't is attacked for three reasons:

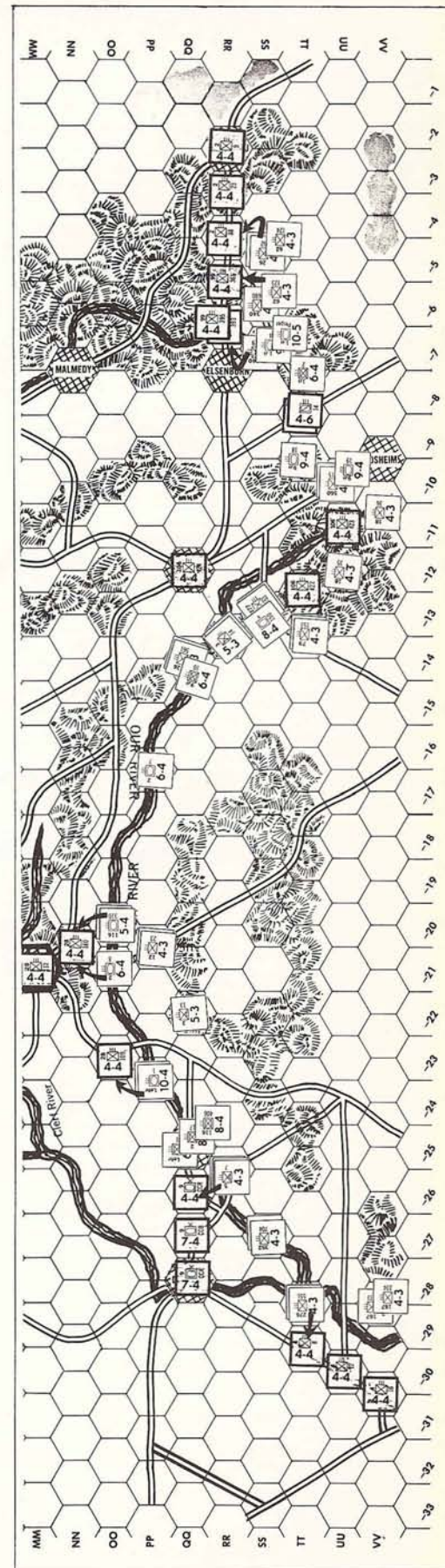
- 1) the need for the German to avoid engagements which can tie up vital 2nd turn supply;
- 2) the fact that the 4th division can't reach the vital areas on its 1st move in any case;
- 3) economy of force - only 3 regiments (US) are involved, and the single 1-1 used gives a 2-1 chance of delaying all three with minimum force.

Four other 4's are stationed so as to enforce abandonment of the river line.

Battle No. 2 - The usual 8-1 on 9/CCR, but the German should make sure that the PzGrd. are not advanced, so that they will be poised either to pursue or enter Battle No. 3. Note also that arm/infantry are used here where there is no chance of an engagement:

Battles No. 3 & 4. Both represent the same tactic for reinforcement delay, a 2-1 attack executed with pure armor against infantry. (1-1 can be used also.) This avoids exchanges, and the use of pure armor avoids engagements, providing a 5-1 chance of winning the position, and a better than even chance of engaging, and subsequently eliminating, one of the reg'ts attacked. Note that the Armor is positioned to be able to move across the river if an engagement is rolled, and that unengaged infantry is nearby to follow up any success. This tactic is useful throughout the game, especially with units behind river lines:

INITIAL MOVE - GERMAN



UNIT ATTACKED	ODDS	UNITS ATTACKING	LOCATION	COMMENTS
No. 1. 4/8	1-1	one VG div.	TT-30	adv. if succ.
No. 2. 9/CCR	8-1	5 Para	RR-28	
		2,116, Lehr PzGrdr.	Vianden	adv. Para.
No. 3. 28/109	2-1	Lehr/1,2	PP-27	adv. if succ.
No. 4. 28/110	2-1	2/8	00-25	" " "
		116/310,312	00-24	" " "
No. 5. 106/422	3-1	79/153,154	TT-15	Don't adv.
	(surround)			
No. 6. 106/423	3-1	277/553,554; 150 Brig.	SS-15	" "
	(surround)	18/35	UU-13	
		18/36	VV-11	" "
		560/915,916; 9SS/19	UU-11	" "
No. 7. 99/361,393	3-1	340/680	SS-8	" "
		340/679; 1SS/4,Peip.	SS-9	Adv. if succ.
No. 8. 99/395	1-2	62/123	SS-8	Resolve last, Adv. if succ.
No. 9. 2/38	3-1	62/114; 26/51,52	SS-7	Adv. 26 div. if succ.

Battles 5 & 6. This is an orthodox treatment of the two 106th reg'ts; however it should be noted that the 150th Brig. is poised to advance in any case, and substantial unengaged forces are placed opposite the gap to force a US retreat, and to cut the St. Vith-Clervaux road:

Battles 7, 8 & 9. These are pure reinforcement delay, as this is the largest concentration of US units at the start. The 3-1 on the two 99th reg'ts is necessary to insure some delay of those reg'ts. Note that armor is again placed so as to have a choice of alternatives in case a 6 is rolled. The 1-2 and 3-1 battles have as their objective the cutting of the Monschau-Malmedy road, which will cause a long delay in the availability of 2nd Div. A successful 3-1 will also surround the 99/395, with a good chance for elimination.

The minimum of units are used to surround the 14th Grenadier Regiment.

Only 9 attacks are made, and even at the worst the German will be able to supply all the engagements next turn, with at least one attack available. With the 9 attacks all the feasible objects have been attained. The Our has been carried, St. Vith has been at least compromised, and a critical shortage of units has been created in the center. What next?

Continuing operations must continue to keep two items in mind — Unit Hunger as a condition to be created, and Reinforcement Delay as a means to create it.

In the South, a successful attack on the 4th div. will result in 1 reg't being left behind. This reg't should be destroyed @ 8-1, using armor as necessary, so as to create a strong strike force south of the Our. This force will then either keep the whole 4th Div. occupied in this area, or it

should be able to cut the Martelange road, and delay the 10th Arm., and *still* draw off one or two reg'ts, delaying their reinforcement of the central front.

There may be a need for a German decision if both attacks on 28th Div. succeed in getting engagements, though there should be sufficient force available for action on all south-central fronts.

Initially the Clervaux area should be left alone unless a surroundable position is offered, the main thrust should be along the roads from St. Vith. Here the most ground can be gained, and the US player will have to either lengthen his lines or give up Clervaux without a fight. Attention should be paid to final placement of infantry units on the 2nd turn in this sector so that they can occupy key woods hexes on subsequent turns. This can result in breakthrough to the Our by turn 5 or 6.

Contrary to belief, the Elsenborn Ridge area can be very fruitful in terms of reinforcement delay. Often German units will reach the Monschau-Malmedy road west of the allied units, forcing the US player to send elements of the 7th Armored to the area, and, in some cases, a very successful diversionary offensive can be pursued with minimal forces.

The German player should constantly seek to surround units on the central front, and delay reinforcement of this front. Due to the supply rules, the German will have to form at least two, and probably three, task groups, to avoid overloading a given road. In line with this, the German should give serious thought to using the 18 AM units to open a new front, or activate a quiet one. The force adjustments necessary to

meet a new threat may be beyond the US capability.

What about US tactics? Initially, there is very little room for flexibility. Several factors deserve notice, however;

1) remember, only 2 attacks per road line for the German, this restriction can be a saviour, especially in the Martelange area, where there is only 1 road.

2) remember, Armor can always pull out, so if you will have to abandon a line on your next turn, put armor in the sections that will have to be given up. In this case an infantry reg't is *not* as good as a CCR.

3) In attacks on German supply lines, the tactic of a 1-1 or 2-1 pure armor against infantry or PzGrdr. is just as valid for the US, in that an engagement immobilizes the defense but not the attacker, (a historically valid rule, as players of PANZERBLITZ will agree). Such attacks are *not* recommended too early in the game.

4) Once the Ourthe has been breached by the German, (inevitable, sooner or later) care must be taken to hold the road running from Neufchateau through Dinant. Severance of this road early will delay arrival of the southern Corps, and continued possession of it will threaten and limit German supplies as he advances towards the Meuse.

.....

*We believe Mr. Thomas' initial attack plan to be somewhat lacking in the practical application of sound tactics. Therefore, as a tactical exercise we invite the readership to submit their improvements on Jerold's opening move with accompanying commentary as to why you believe your plan of attack to be superior.*



*While of questionable historical relevancy, the following effort to "expand" LUFTWAFFE could lead to some very unusual games. If you don't happen to have time to play an entire Advanced Game, give this a try.*

I direct your attention to Mr. Oleson's article in Vol.8, No. 1 — "PANZERBLITZ-Situation 13." He says that one of the problems with PANZERBLITZ is the limited number of situations available, and goes on to propose a system whereby the players build their own armies on a point basis. Many of the things he says are relevant to LUFTWAFFE. Really, how many people get turned on by the basic game? Even for those who have time for the ten-quarter games, there are too few choices to be made: almost all of them tactical decisions. Now to the point of this article. I suggest that you use a system similar to Mr. Oleson's. I have come up with such a variant which I wish to present now:

Both players are allotted 300 points, to "spend" as I have outlined below. Points are expended as follows:

#### I. FIGHTERS

Both sides should calculate the values for the fighters by simply adding the movement factor and the E-rating together. Example: A P-47 UNIT — not factor — costs 10 points, a P-39 costs 6, a FW-190 costs 11, etc.

## Luftwaffe - Situation 13

by  
Paul Crabaugh

#### II. BOMBERS

The American player determines a bomber unit's value by tripling the movement factor. This gives a value of 9 for a B-17, 15 for an A-26, etc.

#### III. JETS

The value for an Me-262 is found by adding its E-rating and movement factor and doubling that, i.e.: an Me-262 is worth thirty points. An He-162 is worth its E-rating plus its movement factor plus five, which totals 20. The reasoning behind these rules is that this is still World War II, not III, and jets are special, not S.O.P.

#### IV. ROCKETS

An Me-163 is worth ten points. If we assume that it has an E-rating of 6, like the jets, we arrive at ten in the usual fashion. This unit is so limited that it is not necessary to impose a penalty on it.

#### V. VICTORY CONDITIONS

To determine the winner, total the point values for the units shot down. Round fractions for individual factors UP. Next, add the points for industrial centers bombed. An oil complex is worth 20 points, an aircraft factory is worth 15 and anything else is worth 10. YOU MAY ONLY GET POINTS FOR ONE TYPE OF TARGET PER HEX. If the Allied player attempts to bomb a target in a hex and succeeds, he is awarded the points. If he is unsuccessful, the German receives

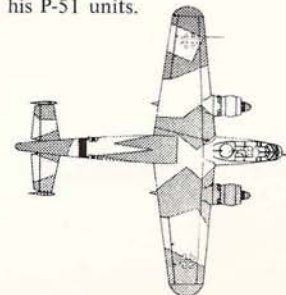
the points. The player with the most points wins the game.

#### VI. THE RAF

If the Ami wants the help of the Limeys, he may get it by expending 30 points for each RAF attack, with a maximum of two such attacks. The Allied player can only GAIN points for RAF attacks. The German gains nothing if the attack fails.

#### VII. LONG GAME

This system may be adapted to a ten-quarter game. In this case, ignore sections V and VI above. You may play either the Advanced or Tournament games this way. All you do is calculate the number of points each player would receive each quarter as reinforcements and permit him to 'build' his own reinforcements. In this case, the German may not build Me-262 units before 1944. The same goes for the Ami as regards his P-51 units.



Dear Sir:

I have been playing Avalon Hill games for several years (though none by mail as yet), and have never had any problems understanding sophisticated game concepts, but, for some reason, I seem unable to get by one problem in *PanzerBlitz*: in tactical situations involving German armored units and Russian infantry, the latter has an advantage which is almost always insurmountable, given their high defensive rating, and the offensive rating of the tank at half value. Rather than express myself in generalities, however, allow me to pose a specific example.

On another page of this letter I have indicated Russian dispositions in Situation 3. Here a small, mobile force of German tanks and artillery, with a few infantry, must try to drive a hole through a solid line of Russian infantry, backed by artillery, early enough to consolidate their position. It is early in the war: from an historical point-of-view, one might assume the advantage would belong to the tanks. From my experience this is never the case — in fact, barring extraordinary luck, the German may fail to ever breach the first defensive line.

My reason for the last conclusion is simple: though the German can mount a 1-1 or 2-1 attack on some point of the line, he must follow it with a CAT by all the infantry to have any chance of victory (there is no place for an over-run attack), but the infantry is very vulnerable to the Russian infantry and artillery. The slopes, woods, and minefields to the North and Center make for formidable defenses, and the passage to the South is guarded by the artillery on the hill — itself protected by the woods and impossible to spot.

My question is: how does the German obtain a victory in this situation? An answer to this will likely satisfy similar problems in other situations. I am hopeful you, or someone to whom you might refer this, can give me as meaningful an answer as possible. Thank you.

Yours,

Steve Powlesland

Gentlemen:

First, let me tell you that your new game, *France, 1940* is a very good assemblage of research and realism. I am a long-time retired Avalon Hill War Game buff (I had, a while back, every war game up to *1914*) who decided to leave the sanctions of retirement and buy *France, 1940*.

I'll get right to the point. There are two things I wished to comment on and suggest. The first is a suggestion to put the rules in a booklet form. Late at night, when you're lying in bed trying to figure out these admittedly difficult rules, it's pretty hard to wield that map-sized sheet.

The second suggestion is a rather simple plan to choose the Allied Order of Battle using die rolls. It's fool-proof, and you could add it to the rule book as follows:

**Suggested Rule to Determine Allied Order of Battle Using Die Roll Outcomes:**

(1) The Allied player will roll the die three times. He will, whenever possible, subtract the result of the third die roll from the largest result obtained in either of the two previous die rolls. Then he will add the difference to the remaining die roll result.

(2) Example of procedure in (1) above:

Die Roll	Result	Computations
First	3	
Second	4	4-1=3;
Third	1	3+3=6.

The Allied Order of Battle for the game is "six."

(3) The above order of computations cannot always hold. In cases where either or both of the first two die roll results is/are less than the third die roll result, the third die roll results will be added to the smallest of the first two die roll

## Letters to the Editors...

results, and then the remaining die roll result subtracted from that sum.

Die Roll	Result	Computations
First	1	
Second	2	6+1=7;
Third	6	7-2=5.

The Allied Order of Battle for the game is "five."

Needless to say, using the above two methods, there will always be a final result lying conveniently between one and eleven, inclusive. The negative numbers, zero and numbers greater than eleven (e. g. twelve) are not obtainable. Note: "Zero" may obtain as an interim result, but never as a final result.

Phillip A. Costaggini  
3004 McKinley St. N.W.  
Washington, D.C. 20015

Sir:

I've been an Avalon-Hill wargamer since I first picked up a copy of the original *Gettysburg* in 1959 and tried to figure out what the die was used for; since then, I've come a long way, as we all have, and I feel entitled by the years at least to say a few words in praise of a great, great game that we are now about to lose. Avalon-Hill, it seems, is planning to discontinue its "worst seller," the notorious and always so controversial *Guadalcanal*.

It's frankly one of the best games in the catalogue. Therefore, I urge those of you who have never seen or played this game to acquire a copy now, before it's too late; further, for those who have bought or played the game and felt skunked, I'd like to invite you to look again. It's one of the most playable and yet realistic (that most difficult combination!) in the line; more realistic, in some ways, as I shall try to show, than even the likes of *1914* and *PanzerBlitz* and *France, 1940*.

Before going any further, let me make one important qualification: there is only one game of *Guadalcanal*, and that is the full tournament version with all the options, especially hidden movement. If A-H should ever reissue the game, the only change I would suggest would be the rules booklet; the basic game should be dropped, and rules given for the complete game only. Either you play the game or you don't; and this, I suspect, would quash most of the criticism the game has drawn. After all, if A-H fans have now matured to the point where they can accept a *1914* and *PanzerBlitz*, they can surely accept a tournament-version-only *Guadalcanal*.

(1) *The step reduction system: Guadalcanal* is fortunate in having few enough pieces to use a casualty reduction pad instead of substitute counters. This means (a) faster setup, since you don't have substitute counters to worry about, and (b) faster play, since the players don't have to scramble around "making change" after every die roll. Now, *don't* let the casualty pad frighten you; after a couple of games, you'll become quite familiar with your pieces, and have no trouble at all keeping track of you and your opponent's strengths. It's faster, simpler, easier — you'll see.

(2) *Artillery*: furthermore, in all the games using reduction of units (*1914*, *Blitzkrieg*), only in *Guadalcanal* is this taken advantage of to allow realistic use of artillery. *Guadalcanal* is the only game in which you can use artillery to "soften up" your opponent before the infantry assault, just as your opponent (defender) can use his artillery against your concentrated assault forces. This is a quite fundamental and important military tactic, and yet only in *Guadalcanal* is it simulated.

Thus, the step reduction systems in *1914* and *Blitzkrieg* are not only much less playable, but

they serve a much less dramatic purpose in their respective games (in fact, Bob Crayle suggests dropping step reduction in his recent "Total Mobility *Blitzkrieg*").

(3) *Hidden movement*: this is something we've all worried over for years — good hidden movement games either lack playability or require the services of a third player, or both. Again, in *Guadalcanal*, fortuitous circumstances dictate hidden movement to only one player, thus giving us very realistic hidden movement in a very playable game without a third player. The game is simply excellent in this regard.

(4) *Judgement*: the essence of good military command is, after all, proper use of judgement. This is a quality unfortunately lacking in the otherwise excellent *PanzerBlitz* and *France, 1940* games. Too often, in them, the situation dictates the move (at least to an intelligent player) so that the game that "designs itself" (in Dunnigan's words) often also "plays" itself. *Guadalcanal*, on the other hand, requires crucial decisions of judgement at every phase of the game: should the Jap player open up with his artillery and thereby reveal its location to the enemy? Since the arrival of ammunition is uncertain for both sides, how much shell should be expended — and when — and where? These are true military command decisions, not game artifacts, and put a great deal of psychological stress on both commanders. Thus, you must play against your opponent, and can never simply "play against the board." (*Midway* is even more excellent in this respect, by the way.) It becomes even more realistic if the commanders make secret die rolls for their supply ships, so neither knows exactly how much ammunition the other has.

(5) Finally, the game is remarkable in that it simulates a constantly changing kind of war, through a several months long campaign, without the simulation ever breaking down. Thus, (a) initially, the Marines are assigned to seizing Henderson Field and holding it in a perimeter

defense against the Japanese who otherwise roam the island at will; (b) the Japanese build for an offensive to recapture the field, or at least make it so costly for the Americans to hold that the Japs will win on victory points (attrition); (c) finally, with the Japs ahead on victory points (but the Americans again in possession of the field, which may have exchanged hands a couple of times) the Americans must hope to win back enough victory points through search-and-destroy operations, clearing the island of the enemy once and for all, to give them the final victory.

(6) Last but not least, *Guadalcanal* is half of a magnificent two game set. *Guadalcanal* and *Midway*, taken together, sum up the strategic and tactical essence of the Pacific theatre island-hopping war. *Guadalcanal* maroons two opposing commands on a hellish little rock in the Pacific, while *Midway* reveals the vast naval/air strategic struggle that also goes on at the same time. It's only by playing both games that you gradually begin to see what was really going on; how very intimately the operational assignments of the two games are interrelated, and so how the war in the Pacific was fought and won.

If a game fails, it's for a reason, and one can find reasons enough for the failure of *Guadalcanal*. The basic game is not even a game, it's just ridiculous; and even the tournament game is not satisfactory without full optional rules. Further, the perimeter defense which is the heart of the game probably lacks the sweep and dash and romance of a *D-Day* invasion or a *Stalingrad* offensive (the game's chief competitors at the time of release).

Nonetheless, the game is a legitimate and exciting simulation/study of an important military assignment; and, as I have pointed out above, the relatively few number of playing pieces and other fortuitous circumstances have made possible an excellent combination of realism, playability, and some unique tactical combat simulations not duplicated in any other wargame. *Guadalcanal* is not the very best game in the Avalon-Hill catalogue, but it is one of the best — and when it is gone there is nothing currently available to replace it.

— Mark Saha



This issue we approach a subject of interest to anyone who has ever gotten into a "fine mess" during the course of a game. Avoiding sudden, unexpected problems (counter-attacks, isolation, supply problems) can only be learned through experience. However, once caught in such a plight, minimizing the negative aspects of the situation can provide interesting exercises. Sometimes called "Salvage Operations", these minimizing procedures form the basis for our contest.

Early in a *BULGE* game, the Americans have counterattacked at low odds, with startling results. Now, with the burden of attack, the German must attempt to save as much of his force as possible. Due to commitments in the south however, (Limited German Attack) he has only three attacks to expend in the operation. Your objective, as the German commander, is to move and attack in such a fashion as to save as much of the German force as possible — especially the Panzer and Panzer Grenadier units. For the purposes of this contest ignore isolation and supply rules and assume optional rule "Retreat through blocking terrain" to be in effect. Remember the German units can execute only three attacks.

To enter the contest, merely fill out the accompanying BATTLE CHART with the proper information and indicate advances after combat by circling the proper units. If any movement is

executed, indicate such on the map with an arrow. Contest deadline is April 30th, 1973. Entries not indicating "Best Article" choice will be voided. Avalon Hill contests are open to all subscribers, staff members excluded. The decision of our judges is final.

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The International Federation of Wargaming appears once again to be involved in the sponsorship of the International Game Show in Chicago. Held this year at the Bismarck Hotel from Friday, June 22nd through Sunday, June 24th — the IFW once again promises a number of outstanding events. Among them are a 49 player Diplomacy tournament with an inlaid wooden Diplomacy board valued at \$100 as the top prize in addition to the traditional Diplomacy Cup. Bobby Fischer fans will want to take in one of the members of the Chicago chapter of the U.S. Chess Federation giving a simultaneous Chess exhibition, as well as see the collection of ancient Chess sets, and artifacts of old and precious games in the museum exhibit displayed at the show. Of primary interest to Avalon Hill devotees will be the board games tournament and miniatures competition which this year will feature all periods. For further information on rates and events, contact: The INTERNATIONAL GAME SHOW, 205 W. Wacker, Chicago, Ill. 60606.

Speaking of conventions... a recent one which turned out to be quite a success was WINTER CON I held on the 4th floor of the Student Center at M.I.T. on January 13th. Over 100 wargamers were in attendance, doubling the projected estimate. Definitely a factor in the latter happening was the attendance of the convention's guest of honor and designer of six Avalon Hill games James F. Dunnigan. By far the most popular of the convention's events was the STALINGRAD tournament won by perennial East Coast scourge Dave Roberts. The best news of all is that plans are already underway for WINTER CON II. Hats off to Kevin Slimak and George Phillips for another outstanding hobby gathering.

We are taking yet another step to provide services for the wargamer by offering blank, standard Avalon Hill gameboards for sale to GENERAL subscribers. No mapsheet is supplied, we offer only the board itself. You may then adhere mapsheets of your own design to the surface. Available in both the standard 8" x 22" and 14" x 22" sizes, the boards will sell for \$1.50 plus the usual 50 cents postage and handling charge per parts order.

Perhaps the most encouraging factor for wargames to appear in some time has been the reappearance of old guard "name" gamers from the past who had given up the hobby and gone on to other pursuits. Among the illustrious names from the past to make an appearance here in the past month are: Scott Duncan, Jared Johnson, and Carl Knabe. We are hoping to see some of their fine literary work in these pages in future issues. In the meantime, you could do far worse than answering their opponents-wanted ads which appear in this issue. If you live in their area, you won't want to pass up the chance to meet these old pros.

Our feature article premise continued its unblemished record last issue when Dave Robert's "Putting Blitz in Your Krieg" was selected as best of issue on the basis of a 29% backing by the readers. Following closely behind were Andy Lavis' "Panzer-bush or Panzer-blitz?" and Rick Moyer's "Assualt from the South" with 21% and 20% of the vote respectively. Proper remunera-

## Infiltrator's Report

tion for their efforts was extended to all of the above gentlemen.

Inhabitants of the Bay Area will be glad to hear of Andrew Phillips' listing of wargamers and hobby shops in the San Francisco area. Printed on a computer printout sheet and listing 144 separate individuals, Andrew's contribution to Operation Contact is more extensive than anything else we've yet seen on the subject. Arranged in zip code order and 20 pp. long, Andy lists all available information on each entry including their exact want-ads as taken and compiled from back issues of the GENERAL. Mr. Phillips will be glad to add you to his list or send you a copy free of charge if you'll provide him with a stamped, self-addressed envelope bearing 32¢ postage at his 128 Oliver St., Daly City, Calif. 94014 address.

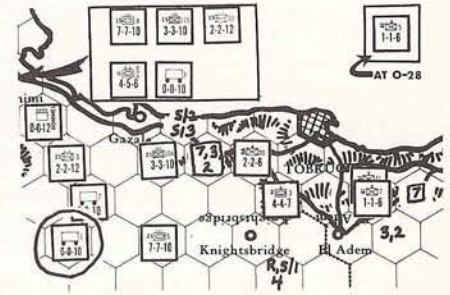


Voss is dis?!? If you guessed Abraham Lincoln trying to make time with a comely chick you weren't far from the truth (in regards to his intentions that is, not the identity). Actually, it's none other than venerable Avalon Hill Vice President Thomas Shaw trying his sales pitch out on Dorothy Collins, noted television and radio personality. Our ol' sage is shown above pointing out the gems of knowledge found in The Football Widow's Handbook to the shapely femme fatale. Despite being penalized for Illegal Use of the Hands, Tom was successful in describing the intricacies of Avalon Hill's FOOTBALL STRATEGY game to millions of Dorothy's syndicated radio and television show following. Just another in the many steps Avalon Hill is taking to promote simulation gaming in the United States. Written in somewhat humorous fashion, the handbook is designed to inform all members of the family as to just what football is all about. It comes assembled free with every copy of the new FOOTBALL STRATEGY game. Said Dorothy: "If I had read something like this back then, I may have become a football announcer instead."

In contest No. 53, the optimum solution involved attacking the flanks of the Allied position, at 3-1, and retreating the defender to either I-25 or I-26. The two 7-7-10's advance into the vacated hexes in any eventuality. By positioning a unit (the Ariete Division is the best) at K-26, all of the Allied units except the 41/5 are surrounded in enemy zones of control and isolated. Tobruch is defenseless. On the Allies' turn, the

units are forced to fight in place and be eliminated.

Some finer points of tactical execution: 1) It is neither necessary nor worthwhile to surround the 41/7 and 41/11. By doing so (moving one unit of the 15th Panzer around Salum to H-27), a situation requiring two supply units is created. Otherwise, one supply unit is able to supply both attacks. 2) Ignore the 41/5: he can't hurt the Germans unless they haven't: 3) moved the excess supply units out of the way (Gazala isn't bad for this purpose). 4) Why drive the enemy away from Tobruch when he can be nailed where he is? A screening unit at K-26 is essential to make this good attack into a decisive attack. Remember: given the situation in the contest, the Allies are down but not out, if they still have a force-in-being to screen Salum from the German advance. This is especially true if exchanges and the loss of a few Italian units has occurred. The entry presented here is a typical example of properly executed tactics.



Defender	Attacker	Olds	Retreat	Def. No.
9A/20	15 Pz Div	3-1	I-25	
2/3				
41/5				
41/7	21 Pz Div	3-1	I-26	
41/11				

Although many entries were close to the optimum solution, relatively few presented perfect answers in every detail. Among those who did were: Thomas Wise, Harrisburg, Pa; Matt Gilmartin, Olmsted Falls, Ohio; Kent Colbath, Upland, Calif; Scott Davis, Fayetteville, NY; Michael Hilton, Baileys Crossroads, Virg; Joel Davis, Boulder, Col; Robert Reynolds, Woodville, Texas; Gary Elder, Cockeysville, Md., J. Ryan, West Haven, Conn; and Al Drehman of Miami, Florida. Free merchandise was distributed to all of the above gents.

LOYAL SUBSCRIBER'S DEAL: To reward our full time subscribers for their loyalty we continue to offer various parts and materials at half price. This month we are featuring items which have been revised from an earlier printing. Thus, if you have a pre-1965 D-DAY game or a pre-1964 AFRIKA KORPS game, or 1st edition copies of PANZERBLITZ or LUFTWAFFE, here is your chance to update your games at a reduced cost. The items described may be purchased by cutting out and sending in the Discount Star and accompanying descriptive copy. This offer expires May 31st, 1973. Be sure to mark your order "Loyal Subscriber Deal" — Parts Dept. and enclose an additional 50 cents postage and handling charge. The items this month are:

PANZERBLITZ situation cards	50 cents
LUFTWAFFE rules	25 cents
AFRIKA KORPS rules	15 cents
D-DAY rules	15 cents
AFRIKA KORPS OB sheet	15 cents

OPPONENTS WANTED

Hoover AH Wargame Club. Play all AH wargames, PBM, and FTF. Also WWII miniatures. Trade or buy games. Also seek members for club. Buy miniatures too. Mike Manning, Pres. 1616 Colesbury Cir. Birmingham, Ala. 35226, 823-0008. Tired of SOS (same old S-Grad)? Average adult player wants PBM opponents. My rules, your choice. Will sell: Anzio, G Canal, D-Day, L-waffe. Origins. \$4.00 each. Joel W. Ramsey, 43 Carriage Hill, Adams, Dothan, Ala. 36031, 792-0505. Adult player desires PBM opponents for AK, Gondalands, David M. Ludwig, 4235 No. 6 599th St., Ft. Wainwright, Alaska, 99703. Can you eliminate the enemy completely in six months? No point system. PBM Hard Core 6x Canal. I mail you the rules, you pick your side. Richard Cochran, 2914 E. Moreland, Phoenix, Ariz. 85008, 275-3723. Expert player, college adult age, need FTF opponents for all games. I will also sell: Jutland, Bulge, Guadalcanal, Stalingrad, D-Day, etc. \$3.00 each. Edward F. McGarr, III, 1804 N. 51st Street, No. 3, Phoenix, Ariz. 85008, 275-3180. Average to expert player wants FTF/PBM opponents of college age and above for AH games. Phone (501) 234-7100. Kenneth L. Stafford, P.O. Box 770 SSC, Magnolia, Ark. 71753. European wargame contacts wanted. Will travel in Europe, Continent this spring and summer, seek acquaintances, opponents in PzBlitz, Anzio, other AH. Av-Exp adult player. Leonard Carpenter, C/O C. Chrisman, 1927 Dwight Way, Berkeley, Calif. 94704. Want to play good multi-games. Join the simple, need opponents in Ventura County. Join SH Points, MUDU Chapter, Good AH Miniatures. Contact: Mark Boyce, 167 Calle La Cumbre Camarillo, Calif. 93010, 805-482-0566. Looking for mediocre french opponent for France 40. If you take No. 7 or 8 and I take No. 3. It should be about even. Airborne units used. Mark Packard, 5156 Pickford, Culver City, CA. 90230, 839-6980. Below average opponents wanted for 1914 (French) Panzerblitz (Sit 7,8,9) or Fr.40 (French) Must not be USC fan, to prove that you're below average. Mike Ewice, 4013 Hignera, Culver City, CA. 90230, 836-1835. Detailed listing of Bay Area Wargames (By zip code, with alphabetical index) available for 32c postage. Send info. on your playing interests, etc., for inclusion. Andrew Phillips, 128 Oliver St., Daly City, CA. 94014, 415-776-0103. Average player of high school age seeking FTF players for F-40, Blitzkrieg, Stalingrad and PzBlitz. Also seek membership in wargames society. Dan Richardson, 1802 Defford, Duarte, CA. 91010, 213-358-3437. Good player of 16 desiring FTF opponents for France 40, 1914, Blitz, Bulge, Origins, PzBlitz. Will buy old Bismarck game. Walt Saven, Jr. 720 N. Martin Ln. Fullerton, CA. 92631, 879-1016. Opponents for any wargames FTF. Her Ferguson, 1914, LW, PzBlitz, Blitz or yours. Erik T. Ferguson, 7300 Raleigh, Glendale, CA. 91205, 247-4974. With to sell Kriegspiel. Excellent condition. Will sell cheap. MUST GO!! Steve R. Crossman, 712 Orange, Holtville, CA. 92250, (714) 356-4405. I am average player of college age desiring: FTF and/or PBM opponents for most AH games. Patrick K. Rafferty, 1103 W. 30th St. No. 10, Los Angeles CA 90007. Average expert player wants PBM for Bulge, Luftwaffe, Bismarck, F-40, S-grad, D-Day, Gudl, Chess. 3-D, Chess. Want expert player to play Americans in Bulge. Will annihilate. Chris Cummins, 239 E. Fir Ave. Oxnard, CA. 93030, 805-483-1563. Air Power/Freaks! PBM Luft. FTF AH games. Free days and wknds for Hf. Hal Norman, 5214 Charles No. C, Oxnard, CA. 93030, 805-488-9562. Common player of high school age desiring PBM opponents for Stalingrad, Afrika Korps, Waterloo. FTF opponents for other games. Jay Goldberg, 855 Muskingum, Pac. Pal. CA. 90272, 213-454-7021. Wanted: out of print Generals Vo. 4, No. 4 and earlier. Selling perfect, unused Bismarck, Luftwaffe, Make Offer. F. Lee Johnson, 1411 Edgewood, Palo Alto, CA. 94301. Members wanted for Riverside Wargames Club. FTF AH games plus miniatures. Any age. Paul Sissenstein, 8768 Glencoe Dr. Riverside, CA. 92503, 689-0027. Would some nice person out there please send me one hit sheet for Bismarck. I need one very badly. Thank you. Brad Nilsson, 8740 Celestine Ave. San Diego, CA. 92123. Average player of college age desiring FTF opponents for AH games in San Diego area call or write. Monte G. Smith, P.O. Box 3041, San Diego, CA. 92103, 291-5854. Expert college age adult desires FTF opponents for PzBlitz with any options on Eastern or Western front up to division level against singles or groups. Michael Flagliello, 1735-24th Avenue, San Francisco, CA. 94122, 415-564-0767. Want PBM, FTF opponents for AH games. Also FTF modern armor miniatures. Want members for club in Castro Valley area. Games for sale send SSAE for list. William F. Butler, 922 Rodney Dr. San Leandro, CA. 94571, 483-1140. Novice college age player. Will PBM AK Krieg-S Midway Luftwaffe, Gettysburg, Lawrence R. Handley, 1919 17th St. San Pablo CA 94806, 235-0644. Opponent-novice needed for AH games. PBM welcome. Tom Burlew, 12654 Mourpark No. 1, Studio City, CA. 91604, 980-8461. Cowboys (John Henry) 1972 OFLI champs. 1973 League Best Yet. FTF only Oregon County area. Want to buy Niechess, Vedict. Send condition. Price. Jim Reilly, 16282 Main St., Apt. 36B, Tustin, CA. 92680, 714-836-9478. Our club plays AH and miniatures games on weekends. Call or write for details. Jud Bauman, 1139 Queens Ave. Yuba City, CA. 95991, 916-742-3960.

OPPONENTS WANTED

Desiring to play PBM Kits for the following games: Waterloo, Bulge, Blitz, 1914 and Panzerblitz. Randy Bukus, 5330 10 Ave. Delta, B.C. Canada, 604-943-1351. Novice player of high school age desiring: PBM opponents for Basic Game Battle of the Bulge. Bernard Palet, 606 Vesta Drive, Toronto, Prov. Ont. Can. M5N1H9, 781-1255. Novice player of high school age desiring: FTF opponents for U-Boat, PzBlitz, G-Burg, 9-Krieg, Bismarck, Midway, Diplomacy. Also seek to join or form FTF club. Gordon Montgomery, 14 Reimold, Toronto, Ont. 239-8034. Above average player desires challenging PBM opponent for France 1940, Panzerblitz. Ian Worthington, 5950 Bathurst St., Apt. 1203, Willowdale, Ontario, Canada, 636-9936. I am expert player of adult age desiring: FTF opponents for any AH game. Michael L. Moscoe, 12782 Parklane Dr. Aurora, Colorado, 80011, 343-4947. FTF players in Denver-Boulder area: We are a group of college adults who meet weekly for games. We're looking for more enthusiasts. Call: Joel S. Davis, 3525 Taft St. No. 905, Boulder, Colorado, 80302, 303-449-6546. Excellent player of adult age (25) seeks face to face opponents for AH games, Diplomacy, Risk, Strategy, Twist, Go, and others. Jared Johnson, 13574 West Virginia Drive, Lakewood, Colorado. I am expert player of college age desiring: FTF and/or PBM opponents for Midway, Bulge, W-oo, AK, Paul Duke, 1017 E. Davies Ave., Littleton, Colorado, 80122, 794-5809. Expert player of high school age wishing FTF opponents for PzBlitz, France-40, Richthofen's War, S-Grad, Origins, Luftwaffe. Will sell and trade games. Steve Nicola, 9270 Ellen Ct., Thornton, Colo. 80229, 287-6345. High school age player, novice, desires a PBM opponent for Blitzkrieg. Will provide PBM sheets if necessary. Matt Wisniewski, 8 Summit St., Derby, Conn. 06418, 203-735-5142. Will PBM Bulge, Sgrad, G Canal, or AK. Will sell Kriegspiel to highest bidder. J.F. Ryan, 19 Cynthia Cir., West Haven, Conn. 06516, 203-933-7975. PBM opps for Blitz-Krieg. No Nukes, fighters. This will be the tournament game. I am worthy opponent. Steve Shields, 6 Allamande Dr. Apt. F/10, Newark, Del. 19711. I am novice player of adult age desiring: FTF and/or PBM and phone to phone opponents for Chess, Origins, France 1940. Also would like to join club. Will buy games. Will pay postage. Ron Kelly No. 210, 225 Virginia Ave. SE, Wash. D.C. 20003, or call 800-424-9276, Ext 4725, Toll Free. Novice-Average Jr. High School. Writes FTF for B-Krieg or Luftwaffe. Malcolm Whitman, 5027 Sedgefield, Wash. D.C. 20016, 244-2539. No searched-earth policy. Free mail awaits any FTF gamer at my house. Any AH game. Visit the warroom (den). Need members for new club! Jerry Schott, 720 Pine Ridge Dr., Ft. Lauderdale, Fla. 33314, 581-2296. Wanted: PBM or FTF opponent for F-40, AK, S-grad, and 1914. I favor the Germans in all of these. Please reply to: Al Drehrman, 17710 SW 109 Pl Miami, Fla. 33157, 235-0389. Expert player high school age desires PBM FTF in Waterloo, Panzerblitz, Stalingrad, Afrika Korps, Dennis Williams where are you? Will Kincard, 2548 Altona Ave., Winter Park, Fla. 32789, 671-3876. Novice player of adult age wants to hear from others in Atlanta area for Bulge and Stalingrad. David Dempsey, 1387 Bertry Terr, Atlanta, Ga. 30310, 755-6504. Average player of adult age desiring FTF for W-oo, S-Grad, Blitzkrieg, Origins, France 1940, 1914. Also PBM for something simple. Jack Panser, Jr., 173 13th St. No. 9, Atlanta, Ga. 30309, 872-6004. Will buy! Ch. War games in good condition. Send price (not game) by David Bob 6247, North Georgia College, Dahlonega, Ga. 30533. Kriegspiel King wishes FTF or PBM opponents for most AH games. Any fool with the stupid courage to cross words with me will be smashed. Bill Reed, 212 Devonshire, Savannah, Ga. 31404, 897-1788. Looking for FTF players in my area. Will play almost anything. Call after 6:30 pm. Michael Kelly, 140 Ensenada, Carpentersville, Ill. 60110, 428-2187. Beginner player of high school or adult age for FTF or PBM for PzBlitz and France 40. I want to play all cards, switching sides twice. Robert Opyd, 12312 Sargamont, Chicago, Ill. 60643, 389-0983. Average adult desires PBM Bulge, Luftwaffe, PzBlitz. Also FTF S-Grad, Gudl, J-Land and Blitz. Jeff Wilkens, 1652 N. Merrimac, Chicago, Ill. 60639, 889-5065. Players wanted for PBM Nuclear Destruction Origins. Origins \$1.50. Others 15c per turn. Send stamp for application. Lots of fun! Lane G. Marinello, 916 Market St. DeKalb, Ill. 60115, 815-758-5358. Will trade or sell games. Luftwaffe, Tactics II, D-Day for France 1940, B of the B or Blitzkrieg. Henry Burkiewicz, 9045 Emerson, Des Plaines, Ill. 60016, 312-824-5287. I am willing to be a third player for Hidden Movements, Panzerblitz. For information send a 8c stamp. James E. Pyle, 1219 31st St., Henry, Ill. 61537, 309-364-3522. Will play face to face almost any AH game. Gordon K. Johnson, 2423 Byron Blvd. Joliet, Ill. 60435, 436-3756. MANCHEE is alive and wants revenge! Join me for power! IFW how do I join thee? Childrens chicken! Linda Held I love you! Paul S. DeVolp, 603 Columbine, Lisle, Ill. 60532, 312-964-1297. Discontinued games. Unused condition! Brand new! Not rejected! Limited quantity. Like Tactics II, \$10.00 plus postage. Write for price list. Mark Carrara, 45241 Meadow Rd, Naperville, Ill. 60540.

OPPONENTS WANTED

Will trade or sell games. Also Average PBM opponent for Luftwaffe. Joseph Schwartz, Jr., 17559 66th Ave., Tinley Park, Ill. 60477, 532-3192. I am an average player seeking opponents for FTF Midway, Tactics II D-Day PBM for Blitz, F-40 Chess. Want to form club in this area. Dan Newborn, 601 Amos Rd., Shelbyville, Ind. 46176, 398-9480. Age 22, average or so. FTF or PBM Bulge, G-Burg, G Canal, AK. FTF only - 1914, B-Krieg. Take either side. I'm flexible. Robert Thompson, 2029 North 10th St., Terre Haute, Ind. 47804, 234-5752. Wish to play LW in very good condition. Also want PBM kits for PzBlitz. Am seeking novice player of his age for PBM/FTF D-Day. Tim Hyland, 301 N. Center, Feaning, Iowa. 50278, 515-487-2181. Better than average but inclined to be erratic. 17 year old desperately needs FTF at just about anything. Help! I'm lonely! Isn't anybody out there? John Henry, 1124 South Grand, Lyons, Kansas 67554, 316-257-5375. Want FTF opponents for all AH games. Interested in purchasing Tactics II, Bismarck, U-Boat. Ron Nickelson, 332 Burns Ave, Valley Center, KS. 67147, 316-755-1665. I am average player of college age desiring: FTF opponents for Panzerblitz, Stalingrad, Bulge, Midway, Blitzkrieg, Chess. Dale Buchanan, 5556 E. Sinclair Lane, Balto, Md. 21206, 483-1324. All interested football strategy players in the Baltimore area to form a serious league with by-laws and prizes. Must be able to travel within area. Donald Greenwood, 1501 Gulfwood Ave., Balto, Md. 21211, 243-7158. Attention: Md, D.C., Va. Delaware gamers. Interest group Baltimore is revising mailing list. Send postcard to get info on next open house! IGB, 7 Haylock Ct. No. 102, Balto, Md. 21236. Wanted: PBM Blitzkrieg and FTF all AH games. Want to join war club. Will play any game, any side. I haven't lost yet so far. Neil Topolnicki, 922 Palm Dr., Balto, Md. 21227, 343-7255. Expert adult age player desiring PBM opponents in Panzerblitz. Gary Elder, 8-B Strirap Ct., Cockeysville, Md. 21030, 301-667-0771. How about a game of Blitzkrieg? Any game but Stalingrad. Joe Sherey, 6921 Racchorse, Rockville, Md. 20852, 881-3860. Average player of college age desiring FTF opponents for most all games. Marvin S. Levine, 70 Walnut St. Chelsea, Mass. 02150 884-9069. For sale: AK and PBM kit, Midway and extension kit. \$6.00 a piece. D-Day, S-grad \$5.00 a piece. T.S. Cadenhead, 655 Wapping Rd, Kingston, Mass. 02324, 885-3661. Novice Player of high school age wishes FTF opponent for S-grad, AK. Also wishes to learn how to play Jutland. Can't commute, no car! David Leavitt, 181 Prescott St., Reading, Mass. 01867, 944-5262. Interested in buying Vol. I No. 1 General for reasonable price. Want adult foes in South Shore Mass. area for Bulge, Anzio, Norman A. Macdonald, 236 Randolph, S. Weymouth, Mass. 02190, 337-8146. Desperately need to sell Kriegspiel. Almost perfect condition. Also seek information on any wargame about Vietnam. Paul Marshall, 750 Flanders St., Chelsea, Mich. 48118, 313-475-8206. Novice-average player of 14 years old want FTF for D-D, AK, Waterloo, Bismarck, BofB, Midway, Stiged. Sell or trade Anzio, 1914 and Blitzkrieg. Tom Lacey, 16696 Beech Rd, Detroit, Redford TWP, Michigan 48240, 533-6830. College player will FTF any air or naval games: PBM M-Way, F-40, PzBlitz. I will buy or trade many games. Chad Margita, 14786 Lydia, East Baltimore, Md. 48021, 773-3259. Desiring Bismarck or Stalingrad. Buddy Hunter, 1120 Michigan Ave. E. Lansing, Mich. 48823, 332-6898. Michigan wargamers! Join Michigan Organized wargamers!! We do more for you. Tournaments and conventions, Join today. Tim Titson, 200 W. 9th, Sault Ste Marie, Mich. 49783. PBM AK, S-grad, Bulge, Blitzk. Will buy Air Emare, Chancellorville in good condition. R.L. Lightstone, 16091 Harden Cr. Southfield, Mich. 48075, 557-4898. Average player college age desiring PBM opponents for Bulge, AK, Stalingrad. Jim Naylor, P.O. Box 103, Bemidji, Minn. 56601. Average player of college age desiring PBM opponents for S-grad and Bulge. All letters answered. Desire to be Russian in S-grad and Allies in Bulge. Douglas W. Allen, 217 Ave. E. Cloquet, Minn. 55720, 218-879-8647. Wanted: Info on Midwestern wargame clubs. What is 4-5-6 Stalingrad? Kurt Hunter, 1509 Concord Ave., Cloquet, Minn. 55720, 218-879-8353. Average player of High School age desiring FTF opponents for any naval game. I own 5 and will buy U-boat. Also want PBM Stalingrad, France 40. Chris Henze, 15917 Mka Blvd. Minnetonka, Minn. 55343, 938-7082. FTF and PBM Waterloo, France 40, 1914, Bulge or other games. Robert Schindler, 210 Patterson, Farmington, Mo. 63640, 314-756-6318. Desire Info. and Price on Naval games other than Jutland, Midway, and Bismarck which I already own. Barry Linan, 8636 Forest Ave., St. Louis, Mo. 63114. Non-expert player seeks PBM Great Chess, Burmese Chess, Shopl, Lotus Shopl, Ultima, Creocendo, and variants. The Basset Brigade, 6505 N. 24 St., Omaha, Nebraska, 68112. Want opponents for PBM Bulge with Operation Griet units, rules. Average player of adult age. Robert Winter, 20 1st St., Dover, N.J. 07801, 361-5792. Expert adult player desires worthy opponents for PBM PzBlitz, Sit. 13, Gettysburg (19th Hex version) Afrika Korps, John Garrett, Box 715A, Rd. 2, Lk. Hopatcong, N.J. 07849, 663-3321.

OPPONENTS WANTED

Mature opponents wanted. FTF: all wargames PBM AK, S-grad, W-oo, BB, D-Day, France 40, Panzerblitz. All letters answered promptly. Bus. phone no. 201-777-6500 Ext. 329. John J. Kane, 5K Colonial Drive, Little Falls, N.J. 07424, 201-785-2280. Is there no one in the Medford area to challenge me? Expert player will devastate any and all comers in FTF anything. Douglas Frank, Rt. 2, Box 133E N. Lakeside Dr. W. Medford, N.J. 08055, 654-4846. Adult FTF opponents wanted, all AH games. John R. Heydt, 5 Hampton Ct., Neptune, N.J. 07753, 776-5909. Want to establish contact with local wargamers to play and discuss Avalon Hill games. Scott Duncan, 2353 Pennington Rd., Trenton N.J. 08638. Seeking wargamers in Hudson-Bergen County area for informal gaming club. College or adult age game nuts only. All AH games except Kspiel, Anzio, Jim Murphy, 149 Edgar St., Weehawken, N.J. 07087, 201-863-7518. Novice but onery player of college age seeks victims for PBM PzBlitz. David Dunmore, 3332 June NE, Albuquerque, N.M. 87111. PBM Afrika Korps, B of B, Stalingrad, Panzerblitz, FTF Afrika Korps, B of B Stalingrad, Panzerblitz, Waterloo, Gettysburg, Midway. Stephen Carter, 94 Holbrook Rd., Briarcliff, N.Y. 10510, 941-2598. I am above average player of college age. I am willing to play FTF with any of the sixty games I have. Thomas Hilton, 252 74 St. Brooklyn, N.Y. 11209 TE-0830. FTF opponents for Midway, Bismarck, AK, S-grad, Blitz and others. Mark Heck, 30 Titus Ave., Carle Place, N.Y. 11514, 334-2429. Average player of high school age desiring PBM opponents for: Luftwaffe, Battle of Britain, Midway. Also seeking members for Des Besteaung Des Teufels. Henry Kramer, 36 Huron St., Glen Head, N.Y. 11545, OR-1-8416. I am expert player of high school age desiring FTF and/or PBM opponents for Panzerblitz, 1914 or Anzio. Trow D. Davis, E-4 545-02-8578, CO 1 Battalion 33 Armor A.P.O. New York, N.Y. 09091. Adult desires PBM opponents for Blitzkrieg. Will discuss any rules you like. RM-1 Carl J. Roshong, Box 44, NCU, FPO, N.Y. 09510. Wanted: Players who need dependable game-masters for any game, non-profit org. expenses \$1.00 1 game .101 turn, game-masters, FTF members for N.Y. N.J. Pa. Will PBM Op. Grief either side. Stuart Schoenberger, 240 Stephen Street, North Bellmore, L.I. N.Y. 11710, CA-1-3976. 26 years old average to good wargamer seeks FTF opponents for most AH games. Peter L Sawchuk, C. St. Mary's Home Convent Rd., Syosset, N.Y. 11791, 576-364-1967. Desperate need FTF for PzBlitz or Luft. Also PBM Chess. Thomas Tamburri, 24-2 Dundee Dr. Minot AFB N. Dak. 58701, 727-9326. Looking for FTF opponents in Akron area. PBM D-Day. Will PBM with other games if you have equipment. I will split costs. Ed Schreiner 1042 Avon St., Akron, Ohio, 44310, 216-923-0785. Information wanted on Cleveland area wargamers. Serious people in this area please write. This includes all aspects of the hobby: Club forming. Thank you. Chuck Liebenauer, 1148 Pomona Rd. Cleve. Hts. Ohio, 44121, 381-3498. Want members for Dayton area club. Must get Bismarck! Will pay top dollar if in excellent condition. Will FTF PzBlitz, Luft, Midway and AK. Kim R. Young, 2937 Woodway Ave. No. 1, Dayton, Ohio, 45405, 274-8407. Help! Frustrated wargamer of Jr. High age with no opponents will meet all FTF in: Stalingrad, D-Day, Panzerblitz, France-40, Anzio, Gettysburg, Waterloo, Luftwaffe, Robert Knuth, 620 Sycamore Dr., Euclid, Ohio 44132, 731-5564. Attention! All wargamers in NE Ohio. Please contact me! Am trying to organize FTF opponents. Will play FTF Anzio, France-40, others. Will PBM Bulge, Thomas Hannaford, Jr., P.O. Box 402, Hudson, Ohio, 44236, 216-653-6233. New in PBM player wants: PBM/FTF for PzBlitz, B-Krieg, Origins, S-grad, and Jutland. Game-master Origins or Diplomacy for FREE just stamps for turns. Weitzle De Vries, 722 Beryl Drive, Kent, Ohio, 44240, 216-678-0957. Will PBM Chess. Wish to buy good condition Chancellorville. Send offer to: John Nixon, R.R.1, Lebanon, Ohio, 45036. Average player of high school age wants opponents for PBM Bulge, D-Day and AK. Anyone willing to sell Bismarck rules? Dave Cannane, 1728 Lincoln Way W. Massillon, Ohio, 44646, 833-9468. Expert player, PBM PzBlitz, Bulge, Anzio III, Fr.40, Luft, S-grad, 1914, Midway, A. Hannal Moss, 9267 Basswood, Olmstead Falls, Ohio, 44138, 235-5437. High school age player of early intermediate ability desiring PBM opponents for D-Day, A-Korps, S-grad, Kspiel, PzBlitz, 1914, Sorry, No FTF. Mark Calvert, 2535 McVey Blvd. W. Worthington, Ohio, 43085. Will trade or sell G Canal. Have hex version of Gettysburg. Will sell it to highest bidder. Will buy other AH games. Dave Getty, Ridgedale Dr. N. Worthington, Ohio 43085, 885-6376. Average player of college age needing PBM Afrika Korps. Will trade or sell games. E. James Harsney, 24 Benton Ave., Youngstown, Ohio, 44515. Attention! I am selling Panzerblitz, 1914, and Bismarck, all in excellent condition. Will trade any for Stalingrad, AK, or Anzio. Make me an offer. Robert Turner, 602 S. Poplar, Sallisaw, Okla. 74955. Novice to Average player seeking a PBM German opponent for Stalingrad. Will sell U-Boat. Mark Frize, 3201 N.W. 61 Pl. Oklahoma City, Oklahoma 73112, 842-0764.

OPPONENTS WANTED

Average player of high school age desiring PBM Panzerblitz and France 1940. Willing to sell Luftwaffe, Pierre Brassacur, 419 Friendship, Ashland, Oregon, 92520, 482-8957. College student seeking opponents for Bulge, S-Grad, Waterloo and most other AH games. Also interested in buying non-AH games and publications. L. Donald Sanders, Room 108 Burgess U of O. Eugene, Oregon 97403, 686-5340. Above average PBM opponents wanted for AK, Bulge, D-Day, Sgrad. Interested in variants. All mail returned. Will buy games. David A. Poesco, P.O. Box 594, Molalla, Oregon, 97038, 503-829-8855. Above average player of adult age desires FTF opponents for all AH games. Am interested in buying Trafalgar. Will buy or sell other games. Scott A. Slingsby, Glenmore Apt. C-1, Balto, Pike, Clifton Heights, Penna. 19018, 215-MA-38852. Novice player of high school age desiring FTF and/or PBM opponents for Luftwaffe, Afrika Korps. Yes, will trade Blitzkrieg in very good condition for Jutland in very good condition. Mike Kovard, Rt. No. 3, SpringRun Rd., Carrollpa, Pa. 15108, 457-7343. Help! I want OB's for all nations involved in WWII. Also want as many blank unit counters as I can get my hands on. Please? Richard Villella, 115 Ambridge Ave., Fair Oaks, Pa. 15003, 412-266-1876. I shall PBM Panzerblitz and FTF Waterloo, AK, Bat, Bul, Stalingrad, Blitzkrieg, D-Day. Will buy or trade for Tac II, Chancerosville, Civil War. Jay Harper, Sugartown Rd. Rd. II, Malvern Pa. 19355, 647-0438. Wanted! A good loser for FTF for most AH games. Also PBM 1914 (I'm Germans). Needed, new members for Panzer Luft, a new wargaming club. If interested contact: Jeff Brown, 324 W. Market St. Mercer, Pa. 16137, 412-662-3249. Average wargamer of adult age seeks opponents in Harrisburg area for any AH game. Also wishes to form local club for info contact: Dennis Cullhane, 64 Manny Dr. Middletown, Pa. 17075, 939-5640. Average Player of adult age desires FTF opponents for M-way, W-oo, G-burg, Tactics, and other games. Bruce Allan Bremer, 406 Meadow View La. Phoenixville, Pa. 19460, 215-935-1293. Wanted: adult PBM opponent for Stalingrad, AK, D-Day, Bulge, Waterloo. Prefer someone with literary talents who would keep a running commentary on games being played. Donald Greenwood, 124 Warren, Sayre, Pa. 18840. Wanted: A copy of Parker Brothers TRADE WINDS in mint condition. This game was published about ten years ago. Also, will buy other pirate games. Dan Carma, P.O. Box 314, Wallingford, Pa. 19086. Want someone who dares to insult my FTF. I playing me in P.B.M. Panzerblitz, B-Krieg, Kspiel. In sure complete destruction of your forces. Thomas Kanyak, 671 W. Main St., Weatherly, Pa. 18255, 427-4146. Penn. State Grad. Student wants dippy and origins FTF opponents AH games. Also Wilkes-barre area gamers contact me also. I sometimes go home. John Carroll, 133 Atherton Hall, University Park, Pa. 16802, 865-4265. Unlucky S-grad freak seeks able and reliable opponents. I prefer Germans, but will play either. All letters answered. Who remembers Spectre? Rich Shaver, 55 Phillips St., N. Kingstown, RI. 02852, 295-1120. For sale: S-grad, Bulge, and AK. Each \$3.75. All 3 for \$10.50. Robert Hickson, Box 38, Bridge City, Texas 77611, 735-4237. The biggest wargame sale in history. For \$200.00 entire collection, 40 AH, 12 others, old generals. Robert Olmiski, 3804 Quill, El Paso, Texas, 79904, 915-751-3314. Adult Novice/Average player, loves conflict situations, sorely needs opponents FTF for: Luftw, Panzerblitz, AK, S-grad, B-Krieg, F-40, Gett. B, 1914, Anzio, Robert A. Reynolds, 4207 Mt. Vernon, Houston, Texas, 77006. Expert adult player seeking allied PBM opponents for Bulge, 1914, Bismarck, AK, Fr-40, W-oo, L-waffe. Dean Miller, 8701 Duval St., Fairfax, Va. 22030. Will trade or sell games. Ralph Snyder, 710 Villa Ridge, Falls Church, Va. 22096, 534-4756. Novice high school age FTF D-Day, Afrika Korps, Bismarck, Battle of Bulge, PBM Battle of Bulge. Members for Southern wargamers. Ross Callender, 2601 Esther, Pasadena, Texas 77502, 477-1606. Urgent! Will buy Vol. 9, No. 3 General. Neale R. Gilson, Will 547, Windham College, Putney, Vermont 05346. PBM PzBlitz, 24 games series situations I through 12. One game at a time alternating German/Russian with each situation. Also PBM Luftwaffe, Stalingrad, AK, Bradford S. Nelson, 2338-10th Ave E., Apt. 105, Seattle, Washington 98102. FTF opponents wanted for AH, and miniatures games. Will sell Kriegspiel, Midway \$5, postage included. Also, 3M Twist for \$7.00 Jim C. Lammpan, 5727 N. 13th, Tacoma, Wash. 98406, 752-7541. Able college or adult victims wanted for FTF all AH games and PBM PzBlitz and others. Want to buy AH's Bismarck in good condition. John M. Wegwig, 12721 47th Ave SW, Tacoma, Wash. 98499, 362-582-1470. College age seeks FTF and/or PBM opponents for PanzerBlitz, Bulge, B-Krieg, AKorps, France 40, S-grad, etc. Mike Myers, 5006 15th N.E. No. 2, Seattle, WA. 98105. Above average high school player desires FTF or PBM in France 40, Bulge and W-oo. Will trade or sell games. PLYH other games. All letters answered. Steve Liik, 17890 Lincrest Drive, Brookfield, Wis. 53005, 781-2347. Will trade Blitzk for Waterloo or Luft will trade Blitz and AK for both games (Waterloo and Luft) Jeff Manke, 5400 Mansfield Dr., Greendale, Wis. 53129, 421-5995.